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ISSUE 55 £3.99
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POKÉMON WORLD

ISSUE 55

3 POSTERS INSIDE!

POKÉMON TRADING CARD GAME CITY CHAMPIONSHIPS

THE TOURNAMENT SEASON HAS STARTED!

WIN Mario Party 7 & Mario and Luigi: Partners In Time

POKEMON MYSTERIOUS DUNGEON

THE LATEST POKÉMON GAME FROM JAPAN!

PLUS ALL YOUR FAVOURITES!

- COMPETITIONS
- TCG GUIDE
- PUZZLES
- MEW'S NEWS
- PIKA-PICS
- POSTERS
- VIDEOGAMES
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Esdevium Games
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Reveal the Legend

7 new Pokémon-ex cards, including Mew ex!

Pokémon® TRADING CARD GAME

ex Legend Maker

Discover the Legend Maker—Mew! It is said that Mew possesses the genetic composition of all Pokémon. Mew is capable of becoming invisible at will, so you never know where it will turn up.

Pokémon Trading Card Game: EX Legend Maker reveals the truth about the most mysterious Pokémon of all. Plus, you can boost your game with mighty Pokémon-ex, Legendary Pokémon ☆, and new Stadium cards. Discover a new legendary world of battle!

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Pokémon Organized Play

POKÉMON MYSTERIOUS DUNGEON

First Look at a great new Pokémon game!
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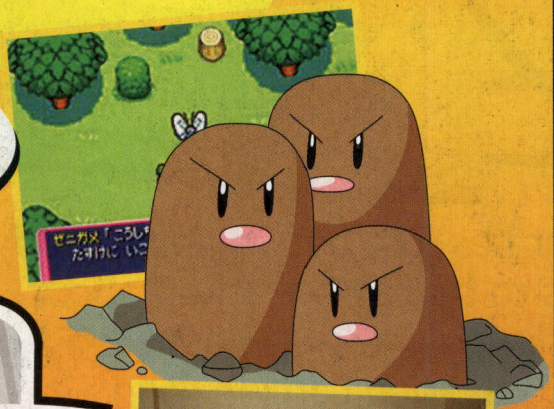

Pokémon TRADING CARD GAME
CITY CHAMPIONSHIPS

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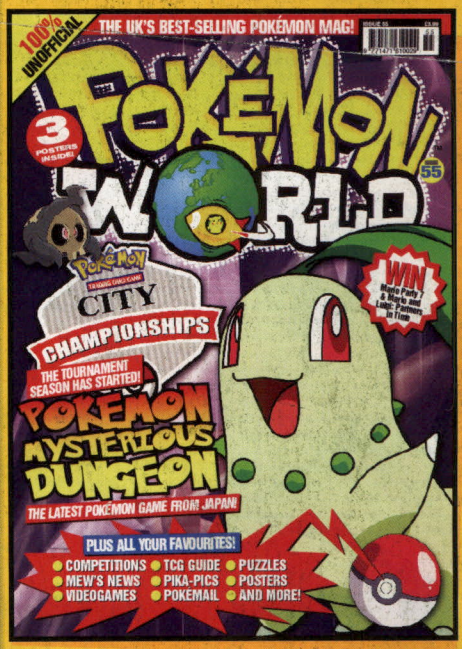
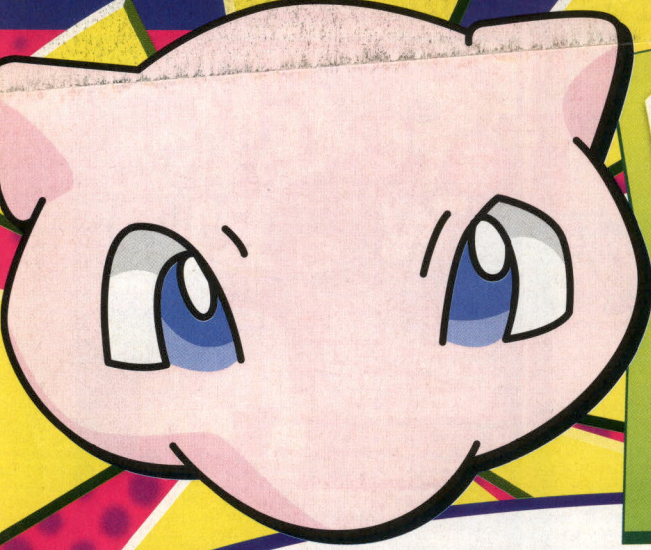
WELCOME



WELCOME TO A GREAT ISSUE of *Pokémon World*! Inside these pages we have a full report on the Pokémon City Championships that have been happening up and down the country, as well as an exclusive look at *Pokémon Mysterious Dungeon*. In the TCG Guide this issue we look at building decks from Theme Decks and we also have a brand new section where Ditto helps players with their deck problems.

Of course, we also have all our regular sections, including your wonderful pictures in Design A Monster and Pika-Pics, and where would we be without a good helping of puzzles and posters, to boot. Added to all this is your free electronic game and you hold in your hands a red-hot magazine that is guaranteed to keep you busy for ages. Enjoy!

Stu Yew



MEW'S NEWS

The New Year has just begun and already there is plenty for Pokéfans to be really excited about. We have news on a new battling game plus details on a new TCG Expansion coming soon...

FIGURE BATTLES

ALL-NEW POKÉMON BATTLES IN 2006!

A NEW KIND of Pokémon game is set to arrive in the UK this year, and this time it doesn't involve Game Boys or trading cards. The Pokémon Trading Figure Game is played on a board with collectable figures and a spinning device. We have heard rumours that the game contains six action figures, and then more figures will be available as two-figure Booster Packs.

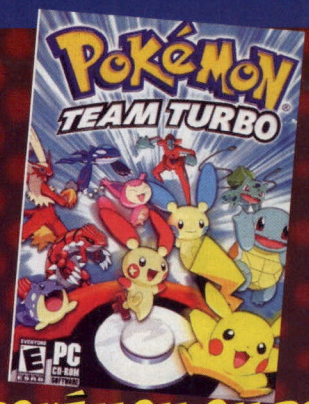
With more than forty Pokémon to collect and battle, this could be a really fun game. It's estimated for a spring release here in the UK and we are desperately trying to get hold of a copy to try it out. If you want more information you can check out the official website at www.pokemon-figures.com. Look out for more exciting news coming soon!

POKÉMON TRADING FIGURE GAME

VIDEO DOWNLOADS

POKÉMEMORY CARDS!

POKÉMON FANS IN Japan are in for a real treat, as Nintendo are now distributing video content for the GBA Movie Player. You can now purchase special flash memory cartridges for the GBA, and these can be inserted into machines where you can download episodes of the Pokémon cartoon series for around 300 yen. This device will probably never make it outside Japan, but most Toys R Us, Pokémon Centres and children's toy stores will have one of these devices ready to download. There is also a freebie button on the machine where (we assume) you can download free trailers!



POKÉMON ON PC

NEWS OF A new PC game called *Pokémon Team Turbo* has been released in the USA. The game is all about racing Pokémon but also features general knowledge about the characters in the game. Of course, all your favourites are included and the game is intended to be playable by kids of all ages. There are five different games that include a word guessing game, crossword challenges and, of course, the super turbocharged racing. We hope to have some more details next issue along with a review if we can get our hands on a copy.

MINI POKÉMON PARK

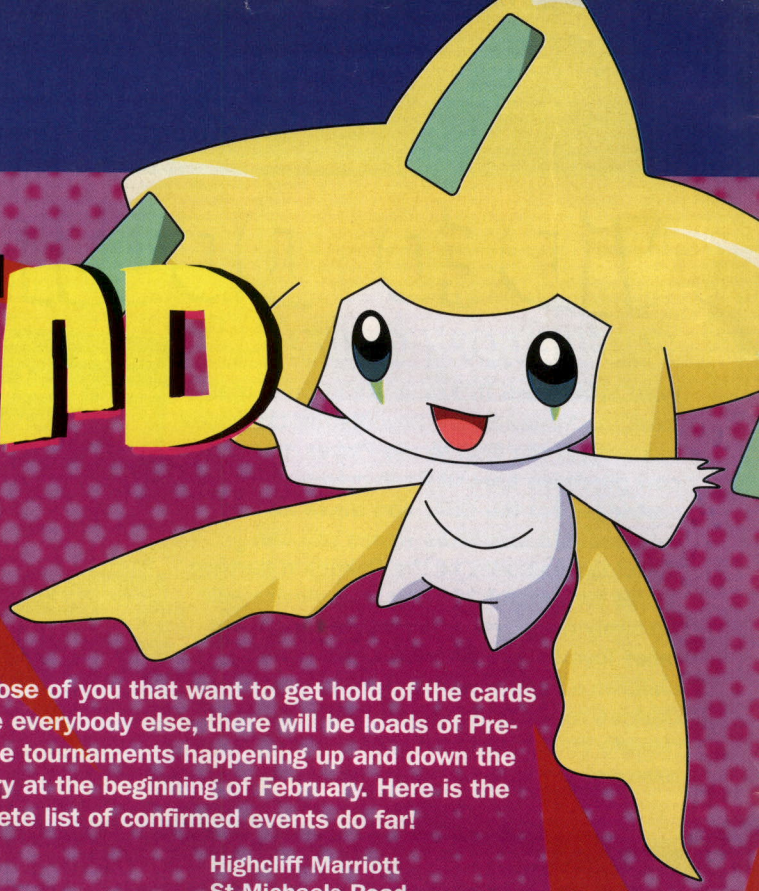
SMALL BUT SPECTACULAR!

WE ARE SURE many of you have heard about the *Pokémon* theme park in Japan, but we have been informed that this has now closed. For those of you that never got the chance to visit, all is not lost as you can now bring the theme park home with this range of new toys from Bandai. We are still waiting to hear whether these five great toys will become available in Europe, but essentially they feature five of the best rides from the park along with little Pokémon that can play on them. We doubt these will ever become available in the UK, but if you are passing through Japan at any time these would be a great addition to your collection!

WI-FI SUCCESS

NINTENDO'S NEW WI-FI service has been a huge success according to published reports; in the first two months more than 200,000 people have logged on to the service to play games with users around the world. *Mario Kart DS* has been the most popular game, although *Tony Hawk's American SK8Land* has also been hugely popular with gamers. There are 7,500 Wi-Fi hotspots in the UK at the moment, but as part of a new deal Nintendo UK will also be installing BT Openzone Wi-Fi hotspots into major videogame retailers and other key outlets across the UK very soon. For those of you with a broadband internet connection at home, you can now buy the Wi-Fi USB Connector from all good stores, which will provide you with access to the big Wi-Fi party on the net. We hope to see you online soon!

EX LEGEND MAKER



AT THE BEGINNING of February, players of the Pokémon TCG can look forward to another hot expansion. The EX Legend Maker set is one of the most anticipated expansions for some time and the new Mew EX has been causing quite a stir in Japan.

For those of you that want to get hold of the cards before everybody else, there will be loads of Pre-release tournaments happening up and down the country at the beginning of February. Here is the complete list of confirmed events do far!

4 February
Manchester EX Legend Maker Pre-release
Fanboy3
17 Newton Street
Manchester
M1 1FZ

Start time 13:00
Cost – £12.50
Details – www.fanboy3.co.uk League from 10:00, so from then onwards

5 February 2006
Bournemouth Ex Legend Maker Pre-release
Purbeck Suite
Highcliff Marriott
St Michaels Road
Bournemouth
BH2 5DU

Start 10:00 am
Cost – £15
Contact Info – Russ 07879 073525 or Email: Russfierce@arsenalfc.net

5 February 2006
Slough EX Legend Maker Pre-release
Burger King (1st Floor)
150-152 High Street
Slough
Berkshire
SL1 1JP

Cost – £15.00
Doors open – 10:00
Details – Pre-release Tournament, £15 for six boosters and prizes for all participants. Email now to register on hairyclefairy@aol.com as places are limited to 24 players

7 February 2006
Gamers Guild Rainham EX Legend Maker Pre-release
The Rainham and Wigmore Community Centre
Granary Close off Station Road
Rainham
Kent ME8 7SG

Cost – £15.00
Doors open – 19:00
Details – Pre-release Tournament, £15 for six boosters and min two Booster Packs plus POP Boosters and other prizes for all participants. See www.gamersguild.co.uk or phone Ben 07802 304543 for further details and information.

11 February 2006
Bournemouth Ex Legend Maker Pre-release
Purbeck Suite
Highcliff Marriott
St Michaels Road
Bournemouth
BH2 5DU

Start – 10:00
Cost – £15
Contact Info – Russ 07879 073525 or Email: Russfierce@arsenalfc.net

12 February 2006
Slough EX Legend Maker Pre-release
Burger King (1st Floor)
150-152 High Street
Slough
Berkshire
SL1 1JP

Cost – £15.00
Doors open – 10:00
Details – Pre-release Tournament, £15 for six boosters and prizes for all participants. Email now to register on hairyclefairy@aol.com as places are limited to 24 players

14 February 2006
Gamers Guild Rainham EX Legend Maker
The Rainham and Wigmore Community Centre
Granary Close off Station Road
Rainham
Kent ME8 7SG

Cost – £15.00
Doors open – 19:00
Details – Pre-release Tournament, £15 for six boosters and min two Booster Pack plus POP Boosters and other prizes for all participants. See www.gamersguild.co.uk or phone Ben 07802 304543 for further details and information.

COMPETITION

WIN! WIN! WIN!

PARTY TIME! PARTY

Party Time

Fun and Games

The first three months of the year are normally very quiet for videogame releases but this year is different, with two very hot titles being readied for launch. *Mario Party 7* is now available for the Nintendo GameCube, while Mario and Luigi return in another adventure, time on the Nintendo DS. To celebrate the New Year in style we have teamed up with those brilliant folks at Nintendo to offer *Pokémon World* readers a chance to win copies of both these great games. Up for grabs we have five copies of each game to give away to lucky readers, and all you have to do to stand a chance of winning is answer this simple question...

Q: WHAT COLOUR IS LUIGI'S HAT?

A: PURPLE
B: ORANGE
C: GREEN
D: PINK

Now just send your answer in an email to pokemonworld@imagesdm.co.uk with your full name, age and address by 26 April. Good luck!

Competition Rules

1. All entries must be received by 26 April 2006 2. There is no cash alternative 3. The editor's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing, Images Digital Media, or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

POKÉMON MYSTERIOUS DUNGEON FIRST LOOK

We've got the latest Pokémon game straight from Japan and we're here to tell you all about it!

WHEN YOU THINK about all the *Pokémon* games so far, there's not really that much variation from the typical RPG fare. The odd spin-off title like *Dash*, *Snap* or *Puzzle League* drop familiar characters into unfamiliar settings but in terms of actually exploring the wide world of *Pokémon*, only *Snap* and *Channel* have even come close to giving us a glimpse of what goes on outside of Trainer battles. Until now, that is. *Mysterious Dungeon: Red Rescue Team* is a Game Boy Advance game that makes a lot of fundamental changes to the way you think about *Pokémon* and from what we've played so far, the game seems to really benefit for it.

For a start, Trainers are a thing of the past. No, not the shoes – the people that command Pokémon in which attacks to use and raise them as their own. In *Mysterious Dungeon*, you take direct control of a party of Pokémon on their own adventures in the wild. When you start the game, a series of questions will determine what monster you start with and later, friends can be recruited as the game goes on. But the odd thing is that your starting monster isn't really a Pokémon. You see, you play a human that has been transformed into a Pokémon. This means you'll be able to talk to other monsters as you would to Trainers in a more traditional *Pokémon* title, bringing a whole new slant to the game. Rather than just hearing "Bulba! Bulba!" when Bulbasaur opens his mouth, you'll actually be able to understand him and help him out if needs be. The concept of the game revolves around the *Rescue Force* part of the title, dropping your newly Pokéfied character into a situation where he needs to help out and Pokémon that are in trouble. And believe us, there are a heck of a lot of those...

Working out of a main central headquarters, you'll be able to take on missions and quests in several different ways as well as just going out exploring if you'd rather just do that. As you might expect, quests vary massively in difficulty and once the game opens up, you'll have

loads of potential job offers, each with its own reward. Reward is a word you're going to be hearing a lot with this game – while tasks almost always yield some degree of booty, the dungeons themselves are also rich with collectibles and valuable sources of experience to get your squad into the shape of their lives. The missions themselves take on many forms, from simple 'kill everything' objectives to more detailed tasks that involve finding a certain item, getting to a certain depth within a dungeon or guiding another Pokémon safely through a risky and dangerous area.

Like in so many other Chun Soft games, the dungeon-crawling action is based on ever-changing catacombs that get deeper and deeper as the game goes on. The fact that these dungeons are randomly generated gives the game practically unlimited replay value and every time you venture into one, the experience will be different to the last. This in itself makes *Mysterious Dungeon* something to look forward to – an infinite supply of different dungeons, each teeming with critters and loot should be enough to bring a beaming smile to the face on any budding Pokémaniac.

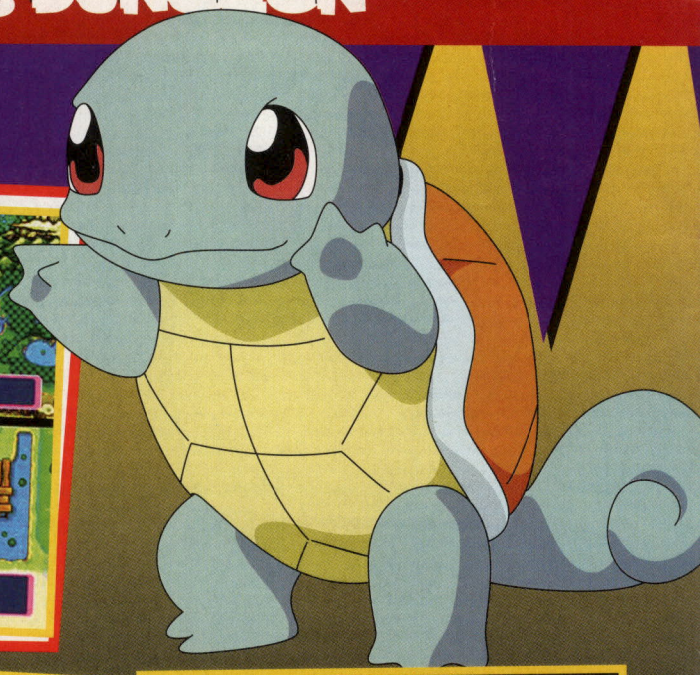
Dungeons get stupidly deep and if you're brave enough to venture into the lower levels, you'll have your work cut out for you in defeating higher level monsters but the rewards are greater still. Vast sums of cash are up for grabs in the deepest areas and that's also where the rare and particularly useful items can be found. It's worth taking the risk sometimes.

When you find another Pokémon in the dungeons, combat naturally ensues. With the game's grid-based format, this means that once an enemy gets within range, the

TWO SCREENS GOOD...

There's a DS version too, you know...

Like most *Pokémon* games, *Mysterious Dungeon* will come in two flavours, namely *Red Rescue Team* and *Blue Rescue Team*. But for the first time, these are split across two separate formats, with *Red* being the Game Boy Advance version while *Blue* is the DS game. To all intents and purposes, the games are the same with a few minor differences. As is usually the case, each version will star different monsters but the DS version also takes advantage of the handheld's increased functionality – touch screen control is possible for both menus and exploration and the upper screen can be used for stats, menus, maps and other such useful information. It isn't much but it certainly helps to have all the data available at once, especially when you're trying to work out how best to tackle a situation. And as for link-up... well, we'll save such information for another time!



pace slows and things go all turn-based. After you move, the enemy will follow suit until you're within range for an attack at which point you'll be able to choose, like with a regular *Pokémon* game, from four attacks. You can even equip monsters with items that allow ranged attacks and new abilities if you so desire, but there's still a great feeling for getting little Charmander in range for a successful and scorching Flamethrower attack.

But the poor little Pokémon can't be expected to go off on a massive adventure on an empty stomach. As you delve deeper and deeper into the constantly growing dungeons, your monsters will need to eat to keep their stamina up and stop them from fainting from hunger. Naturally, food can be found littered around the caverns or, if you're slightly more cautious, you can always take your own supplies into the dungeon with you. You can't rely on finding food in a dungeon generated entirely at random, after all...

And as the game goes on, you can expect to recruit bigger, stronger and rarer monsters to your cause, all of which naturally make the dungeon trawling that much easier. Well, sort of – you'll be up against stronger adversaries as well but as long as you've been rigorous in your training, nothing should be able to stand in your way. The game allows for three

partners to be used at any one time and this can lead to some really tactical decisions, choosing comrades that counter your main monster's weaknesses. *Mysterious Dungeon* is a pretty forgiving experience. There's no Game Over screen and the only penalty for having your squad suffer defeat is that you'll lose any inventory items you were holding, be it treasure you've accrued on your dungeon raid or things you took with you. If you managed to find some great swag, this can be pretty gutting but going into a dungeon that's far too difficult will simply mean that you get punished in seconds before waking up back home, ready to pick on someone your own size. Simple!

It's a long way away from the traditional and widely accepted belief of what *Pokémon* games are but, regardless, *Mysterious Dungeon* is set to be a great game regardless. The variety alone will be enough to keep you occupied until *Diamond* and *Pearl* roll into town and you could pour hundreds of hours into this game without ever seeing some of its finer surprises, monsters, items and missions. We'll keep you up to speed with release dates and regional changes over the coming months but in the meantime, cast your eyes over these pages and have a look at the great *Pokémon* adventures you could be having in the not-too-distant future.

TAKING A BREATHER

Our top three Pokémon world adventures

Pokémon Snap
The N64 had some strange games on it but nobody could have predicted something so strange as *Pokémon Snap*. Basically a virtual safari, the game saw you playing a snap-happy photographer who was placed in a little car for each level and put through an on-rails adventure with the goal being to take the best pictures of each and every Pokémon possible. A distinctly different delight.

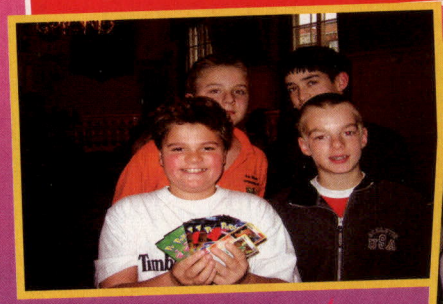
Pokémon Channel
Everyone wants to make friends with Pikachu, right? Lucky really, since that's the main theme of *Channel* and you'll need to keep the little electric chap happy if you want to do well here. Venturing outside with your buddy is great fun and this is one of the few games that gives you a real glimpse of the world of *Pokémon*. Plus you get Jirachi when you finish it. Bonus!

Super Smash Bros Melee
Not strictly a view of the *Pokémon* world but a bizarre clash of different ones. There's something deeply exciting about seeing Link, Mario and Kirby throwing around Poké Balls like seasoned trainers and even more exciting is seeing just what monsters come out. Have you seen that elusive Mew yet?

Pokémon TRADING CARD GAME CITY CHAMPIONSHIPS

LET THE GAMES BEGIN!

Every year, Pokémon TCG players around the globe meet to have a World Championship to see who is the best player. In order to qualify for the championships, players from every country must meet and do battle in order to win an opportunity to represent the UK at the biggest Pokémon tournament in the world. The road to the finals is a long and gruelling battle but the adventure has already begun with the start of the UK City Championship Events!



LOVIN' LONDON

The starting event in the country was held in London with the Westminster City Championship. The venue for this battle was Homerton Library, but this tournament was anything but quiet. With it being the very first City Championship in the country, plenty of players put in an appearance with a number of the country's top trainers in line for some action.

The venue was ideal for the event with plenty of room for everyone, making it a very comfortable venue for some great Pokémon action. As always when so many players meet, there was joking and trading aplenty and the comfortable atmosphere meant everyone was well behaved – even when it was announced that the prizes for the winners had not yet been delivered so these could not be handed out to players.

With so many Pokéfans in one place there were plenty of new decks on show, including Metagross, Paraflora, Hariyama and even a few ZRE decks. With so many good decks the action was intense and several games went right to the time limit, and a few even required tie breaks to separate the players!

BOURNEMOUTH BATTLE

It was a cold but interesting day in Bournemouth on 4 December as 26 players battled it out for glory. This was one of the biggest City Championships of the year so far and the prizes were hotly contested in every age group. Once again there were several top-tier decks on display including ZRE. Hariyama, Politoed, Feraligatr and also a few old favourites like Rock Lock and Nidoqueen.

The action was intense all day and several side tournaments took place, including the Togepi Cup won by our very own Professor Yew. The winners on the day took home huge goody bags full of prizes as the prize support was available this time around and lots of fun was had by all.

ROCHESTER RUMBLE

The day after the action started in London, players made the journey to Rochester in Kent for the second City Championship. Once again there were many new decks in play, but the majority were using ZRE variants that 2004 World Champion Yamato used for eleven hours straight at this year's World Championship. Again the prize support for the tournament had not been delivered, but luckily there were plenty of Boosters to go around so all that was missing were the bags and other goodies which were distributed to the winners once they arrived.

Another top event with Pokémon TCG the overall winner and loads of fun was had by all. The masses of ZRE decks in play meant that prizes were being given away left right and centre as players tried to get an advantage, leading to many very close and rather entertaining duels.

SUPER SLOUGH

Burger King was the venue for another hot City Championship and again there were plenty of players in all age groups. The action went on for hours with there being so many good players at the venue, and once again there were loads of good decks around to test even the best of trainers. ZRE, Scizor, Exeggutor, Ludicargo and Hariyama were all being played and this made the action fun all day long.

With plenty of friendly faces there was a great deal of trading taking place along with the usual laughs and jokes, plus an amazing Kebab shop that many took advantage of during the lunch break.

NATIONAL CHAMPIONSHIPS

The UK National Championships will be held on 18 June at Woburn Safari Park, and once again a full day's entertainment will be provided for all players who qualify. There is only one way to ensure you are at the UK's biggest event of the year and that is to get down to one of the City or Regional Championships and win a chance to attend. The winner of every City Championship is invited to play and the top eight players at each of the five Regional Championships will also get an invite to the main event.

UPCOMING CITY CHAMPIONSHIPS

18 December 2006
Denny City Championship I
Lion and Dragon
Public House
3-5 Church Walk
Denny
FK6 6DF

Time: 12midday - 2.30pm (or thereabouts!)
Cost: £5
Tournament Organiser: Gordon "Chalkey" White
Prizes: POP Prize Structure for winners of each age group, currently including medal and goodie bag

18 December 2005
Gamers Guild – City Championships
The Rainham and Wigmore Community Centre
Granary Close off
Station Road
Rainham Kent ME8 &SG

Doors open 10am
Start: 10.30am
Cost: FREE (requires entry into Xmas Xtravaganza, £2 for under 15s and £3 for over 15s)
Contact Info: benward@gamersguild.co.uk
Website: www.gamersguild.co.uk

Lucky Dip and Extra SE Challenge goodies plus POP CC Prize structure:
96 Boosters in prizes for 1st-4th in each age group:
1st in each age group gets a **special prize bag full of Pokémon Organised** Play goodies and 18 Ex Delta Species Boosters.
2nd place in each age group gets 10 Ex Delta Species Boosters
3rd and 4th place in each age group get four Ex Delta Species Boosters and every player who takes part gets two POP Series 2 Booster Packs, an Exclusive City Championship Promo Card and City Championship Pin

Mince Pies and other goodies plus six hours of gaming goodness!

10 January 2006
Croydon City Championships
McDonalds
1 Majestic Way
Mitcham

Doors open: 6:00pm
Admission: £5.00
Details: winner from each age group will qualify for the nationals in Woburn, plus prizes

14th Jan 2006
Brighton and Hove City Championship
St Andrew's (old church) Hall
BN3 2AD

Doors open: 10am
Finish at 4.30pm and out at 5pm
Cost: £5
Contact: Oddish196@aol.com
The church parking is very limited (to five) so if you want to park in the church please email. Other parking is available nearby but costs – email if you want free parking; it will have to be a first-come first-served basis

14 January 2006
Manchester City Championship
Fanboy3
17 Newton Street
Manchester

Time: 1pm - around 6pm
Cost: £3
Tournament Organiser: Rhod, manchester_pokemon_gym@hotmail.co.uk
More info: http://www.fanboy3.com
Prizes: medal + bags for all three winners, 18 boosters for winner in each age group, ten Boosters for second and four for third and forth places plus Promo Cards and badges for all participants

14th January 2006
Hessle Library City Championship
Southgate
Hessle
East Yorkshire

Doors open: 9:15am
Admission: £7.50
Details: Lois Hargrave – 07855 475313
Qualifier for 2006 National Championships! Players of all ages welcome! Just bring a 60-card deck that is HL-on Modified Legal. Minimum of five rounds, swiss pairings. Damage/burn/poison markers supplied. Refreshments also provided. Brilliant prize package!

15 January 2006
Norwich – City Championship II
Battlenet, 2a Queens Road
Norwich
Norfolk NR1 3PR

Doors open 10 am for 11am start
Cost: £5
Contact Info: TheGameHHH6662@aol.com
At least five rounds age-modified swiss pairings with T4/T8 knockout. Please email Martin if you have any questions!

28 January 2006
Bournemouth City Championship II
Purbeck Suite
Highcliff Marriott
St Michaels Road
Bournemouth
BH2 5DU

Start: 10am
Cost: £5
Contact Info: Russ 07879 073525 or email: Russfierce@arsenalfc.net
Also additional side events on the day!

28th January 2006
Crewe City Championships
131 Games
131 Edleston Road
Crewe
Cheshire
United Kingdom

Doors open: 11:45am
Admission: £3
Details: Your chance to play in the Nationals at Woburn!

29 January 2006
Chalvey - City Championships
1st Floor Burger King
150-152 High Street
Slough
Berkshire
SL1 1JP

Doors open: 10am
Registration 10:30am (aim to start Round 1 at 11am)
Expected finish time: 5pm depending on turnout/ number of rounds
Contact Info: Freddy K 07887 522927 or email hairyclefairy@aol.com
Cost: £5

12 February 2005
The Place for Games – High Wycombe City Championships II
Longburrow Hall
Park Lane
Stokenchurch
High Wycombe
Doors: 10:30am
Event: 11:15am
Contact Info:Phone/Email/Website www.theplaceforgames.com

Confirmation of Prize Structure TBA (will follow UK CC prize structure)

18 February 2006
Exeter City Championship II
Clifton Road Games
16 Clifton Road
Exeter
Devon

Start: 11am
Contact info: Steven Crane tel. 01392 259988

18 February 2006
Westbourne City Championship II
Shaftesbury Suite
Highcliff Marriott
St Michaels Road
Bournemouth
BH2 5DU

Start: 10am
Cost: £5
Contact Info: Russ 07879 073525 or email Russfierce@arsenalfc.net
Also additional side events on the day!

26 February 2006
Eton – City Championships
1st Floor Burger King
150-152 High Street
Slough
Berkshire
SL1 1JP

Doors open: 10am
Registration 10:30am (aim to start Round 1 at 11am)
Expected finish time: 5pm depending on turnout/ number of rounds
Contact Info: Freddy K 07887 522927 or email hairyclefairy@aol.com
Cost: £5

26 February 2006
Falkirk City Championship II
MEGAZONE
102-104 Graham's Road
Falkirk
FK2 7BZ

Time: 12midday - 3pm (or thereabouts!)
Cost: £5
Tournament Organiser: Gordon "Chalkey" White
Prizes: POP Prize Structure for winners of each age group, currently including medal and jacket! (TBC)

of the Lavitar, leaving us with 22 Pokémon as the basis for our amalgamated and altered Jesse Theme Decks.

Sentret is there to draw Pokémon out of the deck so that they can be played or held onto for discarding to Marowak's attack later in the game. It could be replaced by Master Ball but we'll assume that you're light on Trainers here and keep Sentret in the deck for now. Cubone also has a first attack that builds your bench while Lavitar has a great first attack that can have your opponent reeling with the right coin flips. Dark Pupitar's explosive evolution means you can go get Dark Tyranitar and Evolve Dark Pupitar there and then, giving you the potential of a turn two monster with a PokéBody (Sand Damage) that does one damage to your opponent's benched basic Pokémon at the end of each turn.

Dark Marowak is a cleaner to deal out a min 70 damage a turn

MODIFIED LEGAL THEME DECKS

Remember, only cards from the current modified format are tournament-legal, so that is from Hidden Legends onwards – or a massive seven sets and 14 Theme Decks!

- EX HIDDEN LEGENDS FOREST GUARDIAN
- EX HIDDEN LEGENDS WISHMAKER
- EX FIRERED AND LEAFGREEN
- EX FIRE RED
- EX LEAF GREEN
- EX TEAM ROCKET RETURNS JESSE
- EX TEAM ROCKET RETURNS JAMES
- EX DEOXYS STARCHARGE
- EX DEOXYS JETSTREAM
- EX EMERALD HYDROBLOOM
- EX EMERALD WILDFIRE
- EX UNSEEN FORCES GOLDEN SKY
- EX UNSEEN FORCES SILVER OCEAN
- EX DELTA SPECIES BREAKTHROUGH
- EX DELTA SPECIES STEEPLECHASE

when needed by discarding a Basic or Evolution Card.

We've freed up four spaces from our original 26 Pokémon and we've culled the evolution lines so that we can concentrate on just one stage two line and one stage one line, with Sentret to help set up the bench or fill your hand prior to using Dark Marowak's attack.

Having distilled our Pokémon let's do the same with the energy in the deck and that will free up some more space for the Trainer engine that will make it all happen. We have at our disposal, from our two Jesse theme decks: 32x Fighting Energy, 8x Grass Energy and 8x Psychic Energy. Originally the Jesse Deck used half of each energy type and, since we now have no grass and psychic Pokémon in the deck we can lose those energy types leaving us with 16x Fighting Energy. That is still a little too high, and we'd suggest trimming that to 14x Fighting Energy and trying to trade or buy 4x Dark Energy cards. This is suggested as all of your Pokémon can use Dark Energy and all but the basic Pokémon will deal an additional 10 damage for each Dark Energy card attached to them. They're worth trading for and the energy requirements for the deck now look much simpler – and we've gained another six spaces in for Trainer Cards, too.

So let's now look at the Trainers in the deck. Originally we had 2x Rocket's Mission, 2x Pokémon Retriever, 2x Energy Search, 2x Potion and 2x Lady Outing. Since we have two Jesse decks that again is doubled to four of each. We could just put those straight in, as we have the space, but it's time to trade, buy or delve into your collection for some other useful Trainers to replace some that we're going to lose altogether so we can put in more useful cards.

Lady Outing and Energy Search go first as they are not needed

FROM MESSY JESSE TO FOCUSSED FUN

ORIGINAL JESSE THEME DECK

26 POKÉMON
4X LARVITAR (#62)
2X DARK PUPITAR (#40)
1X DARK TYRANITAR (#20 - HOLO VERSION)
3X EKANS
1X DARK ARBOK
4X CUBONE
2X DARK MAROWAK
3X HOPPIP
1X SKIPLOOM
2X SENTRET
2X GRIMER
1X ROCKET'S WOBBUFFET

10 TRAINERS
2X ROCKET'S MISSION
2X POKÉMON RETRIEVER
2X ENERGY SEARCH
2X POTION
2X LADY OUTING

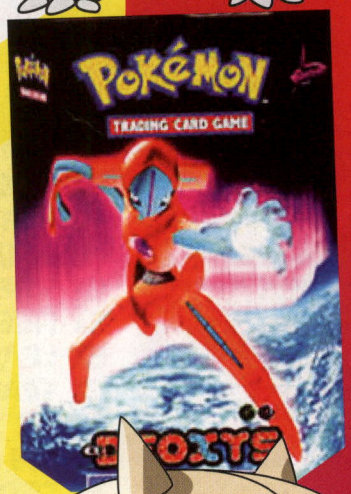
24 ENERGY
16X FIGHTING ENERGY
4X GRASS ENERGY
4X PSYCHIC ENERGY

IMPROVED DECK

22 POKÉMON
4X SENTRET
4X CUBONE
4X DARK MAROWAK
4X LARVITAR (#62)
4X DARK PUPITAR (#40)
2X DARK TYRANITAR (#20 - HOLO VERSION)

20 TRAINERS
4X ROCKET'S MISSION
4X POKÉMON RETRIEVER
4X POTION
4X COPYCAT
3X ROCKET'S HIDEOUT
1X MR BRINEY'S COMPASSION

18 ENERGY
4X DARK ENERGY
14X FIGHTING ENERGY



Lady Outing and Energy Search go first as they are not needed now that we have simplified the evolutions and the types of energy we're using. That gives us four more slots, making 14 now to fill in our Trainer engine.

From the two Jesse Theme Decks we have left 4x Rocket's Mission, 4x Pokémon Retriever and 4x Potion that we suggest you leave in. That just leaves eight spaces, and we suggest you trade for the following and put them in the revised deck: 4x Copycat, 3x Rocket's Hideout and 1x Mr Briney's Compassion.

Our Trainer engine now looks more focussed with Rocket's Mission, a great dump and draw card, and Pokémon Retriever that you can use to get those dumped Pokémon back into your hand or deck to play or to dump again, either to Rocket's Mission or to Dark Marowak's attack. Copycat is in there as one of the must-have draw cards; recently we at *Pokémon World* have noticed that players' hand sizes are getting bigger again, so Copycat is a great draw card and it will probably be seeing more play now. The return of big hand sizes have meant we have chose it over Steven's Advice but, if you can't get the Copycats or if you prefer you can mix and/or replace any or all of the Copycats with Steven's Advice. The three Rocket's Hideouts not only give you a counter to your opponent's gyms, they also give your Dark Pokémon an extra 20 HP while they stay in play. Potions are there to heal your Pokémon and Mr Briney lets you scoop up a Pokémon and all cards attached to it without losing a prize!

So we've shown you how – with two Jesse Theme Decks and a few extra cards from your collection, trades or buys – you can take Jesse's revamped deck to a tournament near you and not be ashamed with how it performs. It may or may not win, but it will be much more competitive than it was.

Golden Sky

POKÉMON (25)
1X HO-OH (#27/115) (SPECIAL HOLO)
4X CYNDAQUIL (#54/115)
2X QUILAVA (#45/115)
1X TYPLOSION (#17/115) (SPECIAL NON-HOLO)
4X LARVITAR (#61/115)
2X PUPITAR (#70/115)
4X WOOPER (#79/115)
1X QUAGSIRE (#44/115)
4X SLUGMA (#73/115)
1X MAGCARGO (#41/115)
1X CHANSEY (#20/115)

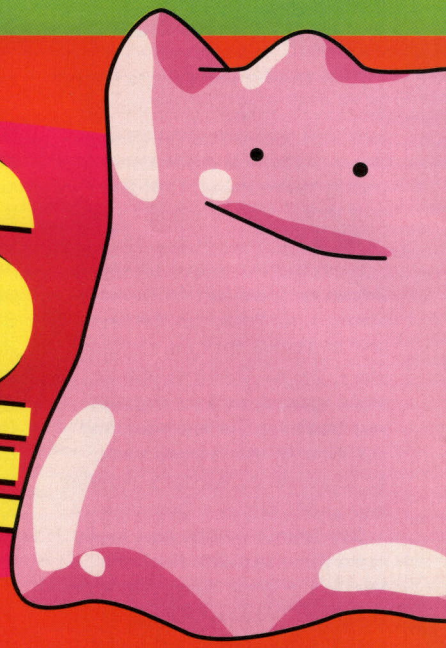
TRAINERS (11)
2X PROFESSOR ELM'S TRAINING METHOD (#89/115)
1X MARY'S REQUEST (#86/115)
2X ENERGY SWITCH (#84/115)
2X ENERGY REMOVAL (#82/115)
2X POTION (#95/115)
2X ENERGY SEARCH (#94/115)

ENERGY (24)
13X FIRE ENERGY
11X FIGHTING ENERGY

Competition

Now it's your turn look at the list for the Golden Sky Theme Deck and think about how you could make it a tournament-worthy deck. You can use cards from your collection that are modified legal and/or two Golden Sky Theme Decks as we did with Jesse's deck. The eight best decks, as judged by our deck experts, will each receive a Pokémon Theme Deck from a current modified legal set, and the best two will be published by us in the next issue together with comments from our deck experts. So get busy with your deck design and win yourself a Theme Deck courtesy of our very food friends over at www.theplaceforgames.com. Please post your entries to... **Ditto's Deck Garage, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EQ**

DITTO'S DECK GARAGE



WELCOME TO THE START OF OUR NEW SECTION WHERE WE FIX AND RATE YOUR DECKS TO HELP YOU MAKE THEM BETTER. THERE ARE SO MANY DIFFERENT DECKS AVAILABLE TO POKÉMON PLAYERS AND IT CAN BE DIFFICULT TO KNOW WHERE TO START!

DECK 1

DECK NAME: EEVEELUTIONARY

NAME: LLOYD BANKS

STRATEGY:

Basic strategy is to use Eevee's power to go get the evolution to suit from your deck and start powering up your Eeveelution. All the Pokémon can use metal and dark metal and the DS Eeveelutions can use Metal Energy to reduce damage, too.

POKÉMON: 17
Eevee x4 (UF)
Jolteon x2 (DS)
Flareon x2 (DS)
Vaporeon x2 (DS)
Ditto x4 (FR/LG)
Rayquaza x1 (DS)
Aipom x2 (UF)

TRAINERS: 19
Mary's Request x4
Holon Farmer x2
Holon Lass x2
Great Ball x3
Holon Researcher x2
Swoop x2
Holon Research Tower x2
Scott x2

ENERGY: 24
Metal x4
Dark Metal x2
Fire x6
Water x6
Lightning x6

DITTO'S COMMENTS

POKÉMON

The new Eevee from Delta Species is indeed a good choice for a deck, but in reality the new DS Eeveelutions Jolteon, Flareon and Vaporeon are too weak to Battle Frontier to really perform well at tournament level. By swapping these for the Eeveelutions in the Unseen Forces expansion you can easily improve the deck by a long way. Ditto and Rayquaza really do not help here and we would recommend adding two Lugia Ex (UF) and also two Mewtwo (DS). Lugia is extremely powerful when powered up by three different energy types similar to the Eeveelutions, while Mewtwo is able to move energy around on the field when played to the bench.

ENERGY

Although a fair amount of energy is required for this deck, 24 is just way over the top. We would suggest that the deck only actually needs 18 energy and just six each of water, fire and lightning would be adequate. To improve this further still you could drop each line of energy to five and then add two or three Holon Magneton or Holon Electrode that can be used as double rainbow energies.

Ditto
60 HP
BASIC
Poké-POWER
Duplicate
Once during your turn (before your attack), you may search your deck for another Ditto and switch it with Ditto. (Any cards attached to Ditto, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Ditto on top of your deck. Shuffle your deck afterward. You can't use more than 1 Duplicate Poké-Power each turn.
Energy Link
10
Search your discard pile for an Energy card and attach it to Ditto.

TRAINERS

The Trainer engine here is reasonable but there are several ways to quickly improve the deck's speed by switching a few trainers. Holon Researcher and Holon Research Tower are no longer needed if you switch the Eeveelutions, and this instantly frees up four spaces – and if you add the six slots from reducing the energy you can easily add ten more Trainer Cards. Two Mr Briney's Compassion are crucial, as they will enable you to scoop up Mewtwo back to your hand and abuse his energy moving power. Holon Mentor will help you find your basics (and also Lugia) and more draw is needed to gain better consistency. Copycat would be a good choice or Rocket's Admin could also help.

DECK 2

DECK NAME: ROCK LOCK RETURNS

STRATEGY:

The basic strategy is to get Dark Tyranitar active as soon as possible to start doing Sand Damage to the opponent's bench. Dark Ampharos can use its power to hurt any monster that evolves, while Pidgeot is used to search for whatever is needed.

POKÉMON: 28
Larvitar x4 (TRR)
Dark Pupitar x2 (TRR)
Dark Tyranitar x3 (DS)
Mareep x4 (TRR)
Dark Flaaffy x2 (TRR)
Dark Ampharos x2 (TRR)
Pidgey x3 (FRLG)
Pidgeotto x2 (FRLG)
Pidgeot x2 (FRLG)
Cleffa x3 (UF)
Eevee x1 (DS)

TRAINERS: 19
Rare Candy x4
Rocket's Poke ball x3
Steven's Advice x1
Celio's Network x2
Scott x1
Mr Briney's Compassion x1
Copycat x1
Rocket's Hideout x2
Rocket's Tricky Gym x1
ATM Rock x2
Swoop! Teleporter x 1

ENERGY: 13
Darkness x4
Fighting x4
Double Rainbow x2
Rocket's Energy x2
Lightning x1

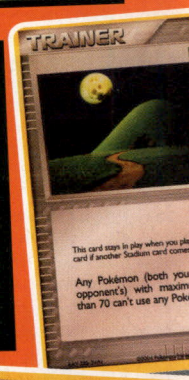
DITTO'S COMMENTS

POKÉMON

While the Pokémon used in this deck have been well thought out and used in good numbers, there are still a few improvements that could be made to free up extra cards, enabling the addition of more Trainer Cards. Eevee and Cleffa are not really needed here and the extra Pidgey and two Mareep could be dropped for more Trainers. Instead we would suggest adding four Plusle (DX) as these can be used to search for basics and also have the ability to hurt any Pokémon with Poké Powers.

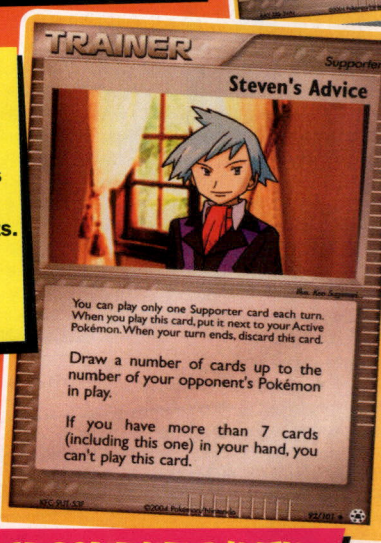
ENERGY

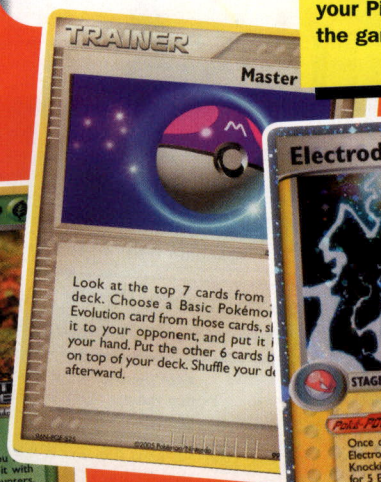
The energy count for this type of deck is almost perfect, although there is no real need for the Lightning Energy as Dark Ampharos is not really your first choice attacker. However, with Plusle added to the deck the energy should be changed to enable you to easily power up your basics, and this means dropping the two Rocket's Energy cards. By changing these to Lightning or Multi energies you could very well get a far more consistent start, as well as being able to attack first turn.

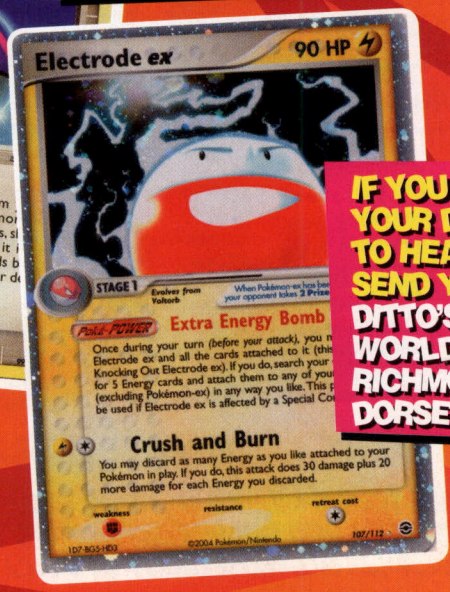


TRAINERS

Again the Trainer engine is reasonable in this deck, although at first look it really could use a few more draw cards to enable a quicker set up. A few Rocket's Admin would actually be perfect for the deck, along with maybe the inclusion of a couple of extra Copycats. This will help speed up the deck and help you to get your Pidgeot and Dark Ampharos out much earlier in the game.


TRAINER
Steven's Advice
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Draw a number of cards up to the number of your opponent's Pokémon in play.
If you have more than 7 cards (including this one) in your hand, you can't play this card.


TRAINER
Look at the top 7 cards from
deck. Choose a Basic Pokémo
Evolution card from those cards, sh
it to your opponent, and put it
your hand. Put the other 6 cards b
on top of your deck. Shuffle your d
afterward.


Electrode ex
90 HP
STAGE 1
Extra Energy Bomb
Crush and Burn
You may discard as many Energy as you like attached to your Pokémon in play. If you do, this attack does 30 damage plus 20 more damage for each Energy you discarded.

Ditto
60 HP
Duplicate
Toxic
The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

IF YOU WOULD LIKE SOME HELP WITH YOUR DECK, OR WOULD JUST LIKE TO HEAR OUR OPINION, THEN PLEASE SEND YOUR DECK LISTS TO... DITTO'S DECK GARAGE, POKÉMON WORLD, RICHMOND HOUSE, 33 RICHMOND HILL, BOURNEMOUTH, DORSET, BH2 6EQ

DESIGN A MONSTER

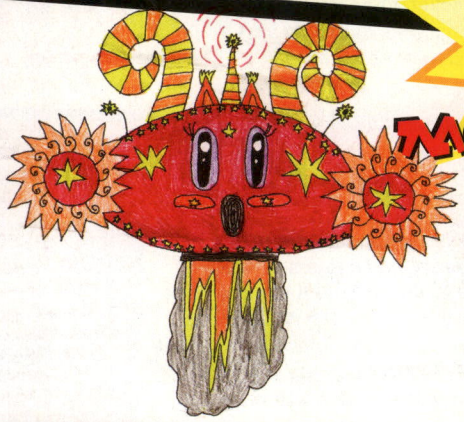
ONCE AGAIN, YOU'VE ALL MADE SURE THAT WE DON'T GO WANTING FOR CREATED CREATURES THIS MONTH - WE'VE HAD LITERALLY HUNDREDS OF THEM! IF YOU'D LIKE THE CHANCE TO SHARE YOUR POKÉMON DESIGNS WITH ALL THE OTHER READERS THEN SEND YOUR PICTURE TO: DESIGN A MONSTER, POKÉMON WORLD, RICHMOND HOUSE, 33 RICHMOND HILL, BOURNEMOUTH, DORSET, BH2 6EQ

MONSTER OF THE MONTH

Evolution: Breed Jirachi and Absol

BLASTEROID X

01



POKÉMON WORLD STAR MONSTER

Pokémon type: Fire/Steel/Dark

Special attacks: Black Hole, Megaspark, Slice, Flamethrower X

POKÉMON WORLD

Brief Description: If you find your windows in ruins one morning, you'll know a Blasteroid X has been for a visit. Its spiral disk spinners have diamonds embedded into them, enabling them to cut through glass.

Eleanor Equizi, Aged 11, Southport

Evolution: None

FLAME

02

Special attacks: Fire Breath, Laser Belt, Poison Scratch

POKÉMON WORLD

Brief Description: Flame is a very rare and strong Pokémon. It is incredibly deadly with many attacks and has the ability to know what you will do before you do it. It also has a laser belt, making it even more dangerous.

Rhys Roberts, Aged 8, Essex

Evolution: None

PURPLE LOT

03

Pokémon type: Metal/Psychic

Special attacks: Purple Slash, Metal Slash, Body Slam, Psychic

POKÉMON WORLD

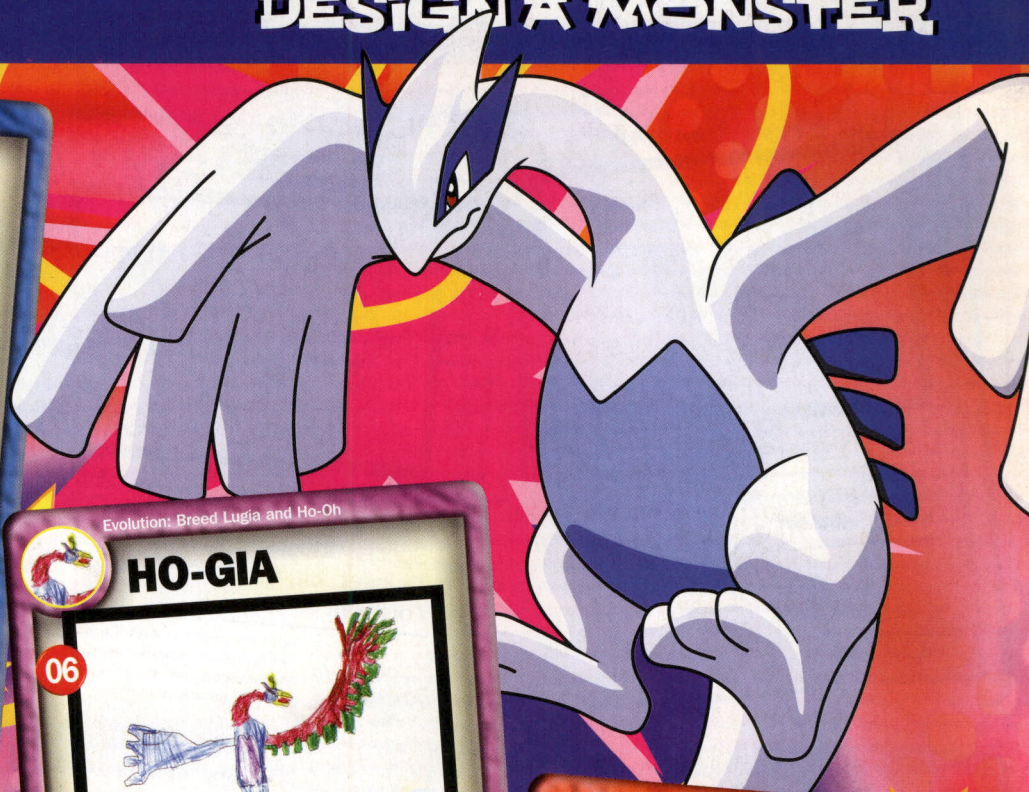
Brief Description: It has an ability that means other Pokémon take damage if they attack it. Purple Lot always goes against Groudon because Groudon is the Pokémon that destroys the towns.

Jordan Hearne, Aged 11

DON'T FORGET TO INCLUDE YOUR FULL NAME, AGE AND ADDRESS WITH YOUR ENTRY, PLUS ALL THOSE MONSTER STATS!

We're very sorry but we can't return your pictures, nor print pictures on lined or coloured paper, but keep checking *Pokémon World* in case they get printed!

DESIGN A MONSTER



Evolution: None

BUNNYO

04

Pokémon type: Normal/Flying

Special attacks: Cottonball Shooter, Thump Kick, Dig

Brief Description: Bunnyo is one of the most common Pokémon in the world. Its Thump Kick does damage as well as summoning lots more Bunnyos to fight at its side.

Hannah Price, Aged 10, Berkshire

Evolution: Breed Lugia and Ho-Oh

HO-GIA

06

Pokémon type: Fire/Psychic/Flying

Special attacks: Fire Pulse, Water Thrower, Fly Psychic

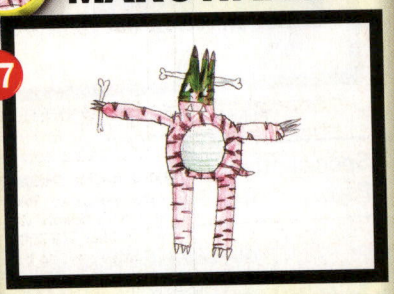
Brief Description: Ho-Gia was found by Rocket's Sneasel. It used its Slash attack to cut off the wings of the legendary bird but when they grew back, its moves were even stronger.

Michael Thridgould, Aged 10, Flackwell Heath

Evolution: Use Fire Stone on Marowak

MAROWANG

07



Pokémon type: Fire/Ground

Special attacks: Fissure, Stomp, Hyper Beam, Earthquake

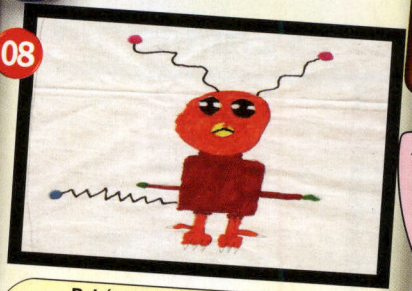
Brief Description: This Pokémon uses its bone to bring down its prey. It lives in volcanoes.

Ben Vinson, Aged 8, Liverpool

Evolution: None

ELETRTH

08



Pokémon type: Electric/Water

Special attacks: Water Strike, Thundergun, Claw Needle, Cute Eye

Brief Description: This Pokémon may look fierce but in actual fact it is harmless. It can be found on Route 103 but you'll need to use a Poké Ball.

Greg Davidson, Whitecreek

Evolution: Use Cloudy Stone on Jigglypuff

CLOUD PUFF

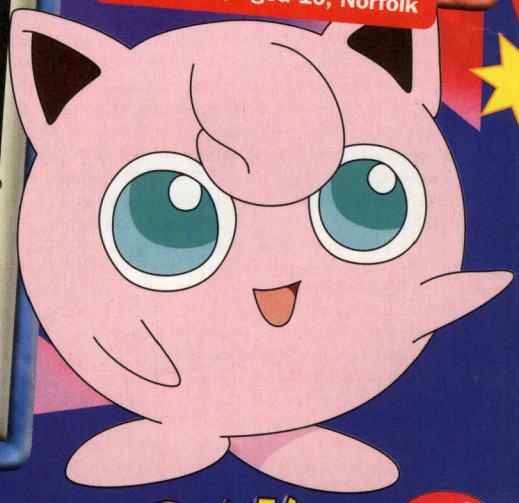
05

Pokémon type: Normal/Flying

Special attacks: Sing, Sleepy Wave, Counter Kiss, Mega Pink Kick

Brief Description: Cloudy Puff hovers around singing a sweet lullaby to hush baby Pokémon. Its gift in singing means that its song can be heard for miles.

Joe Hatton, Aged 10, Norfolk

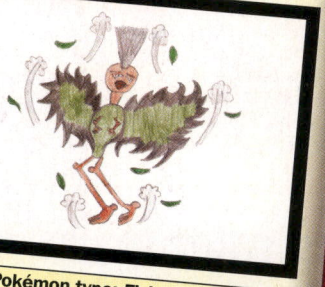


DESIGN A MONSTER

Evolution: None

GUSTARVO

09



Pokémon type: Flying/Grass

Special attacks: Spinning Cutter, Up Down, Solar Wing, Lumberjack

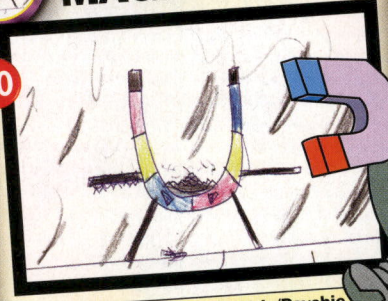
Brief Description: A super strong legendary bird found on top of Victory Road. Its Solar Wing attack destroys all targets with sun rays.

Kelsey Strachan, Aged 12, Derby

Evolution: Breed Electrode and Magneton

MAGNETECON

10

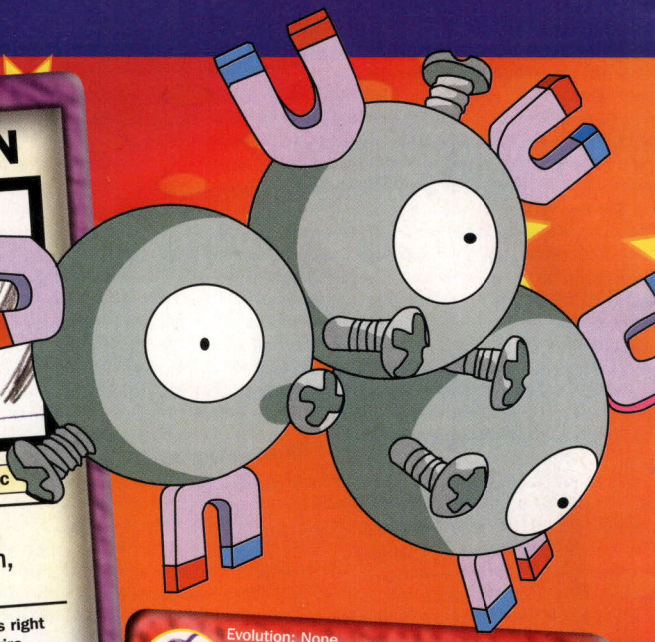


Pokémon type: Electric/Psychic

Special attacks: Barbed Wire, Thunder Jolt, Confusion Beam, Foresight

Brief Description: With its right arm wrapped in barbed wire, Magnetecon is a very dangerous foe with psychic abilities.

Mark Hodgkins, Aged 14



Evolution: None

SWIRGY

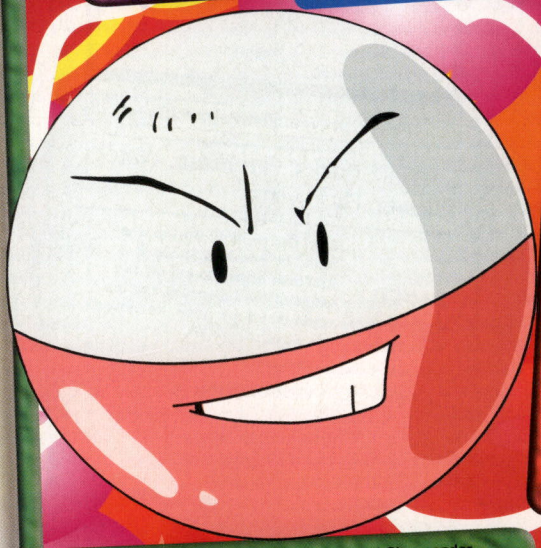
11

Pokémon type: Normal/Psychic

Special attacks: Confusion, Pop Belly, Swirlygig. Hyper Beam

Brief Description: Swirgy is a Pokémon that confuses everyone – nobody knows what it really is!

Emma Bond, Aged 10, Bromsgrove



Evolution: None

PURPLE APPLE

12

Pokémon type: Psychic

Special attacks: Apple Core, Apple Psybeam, Tree Fall, Psychic

Brief Description: Purple Apple is a special apple because it is purple and has psychic abilities. It can only be caught if the trainer is holding a red and blue apple.

Jenny Barber, Aged 11

Evolution: Breed Sandshrew and Charmander

FLAMIBOUNCE

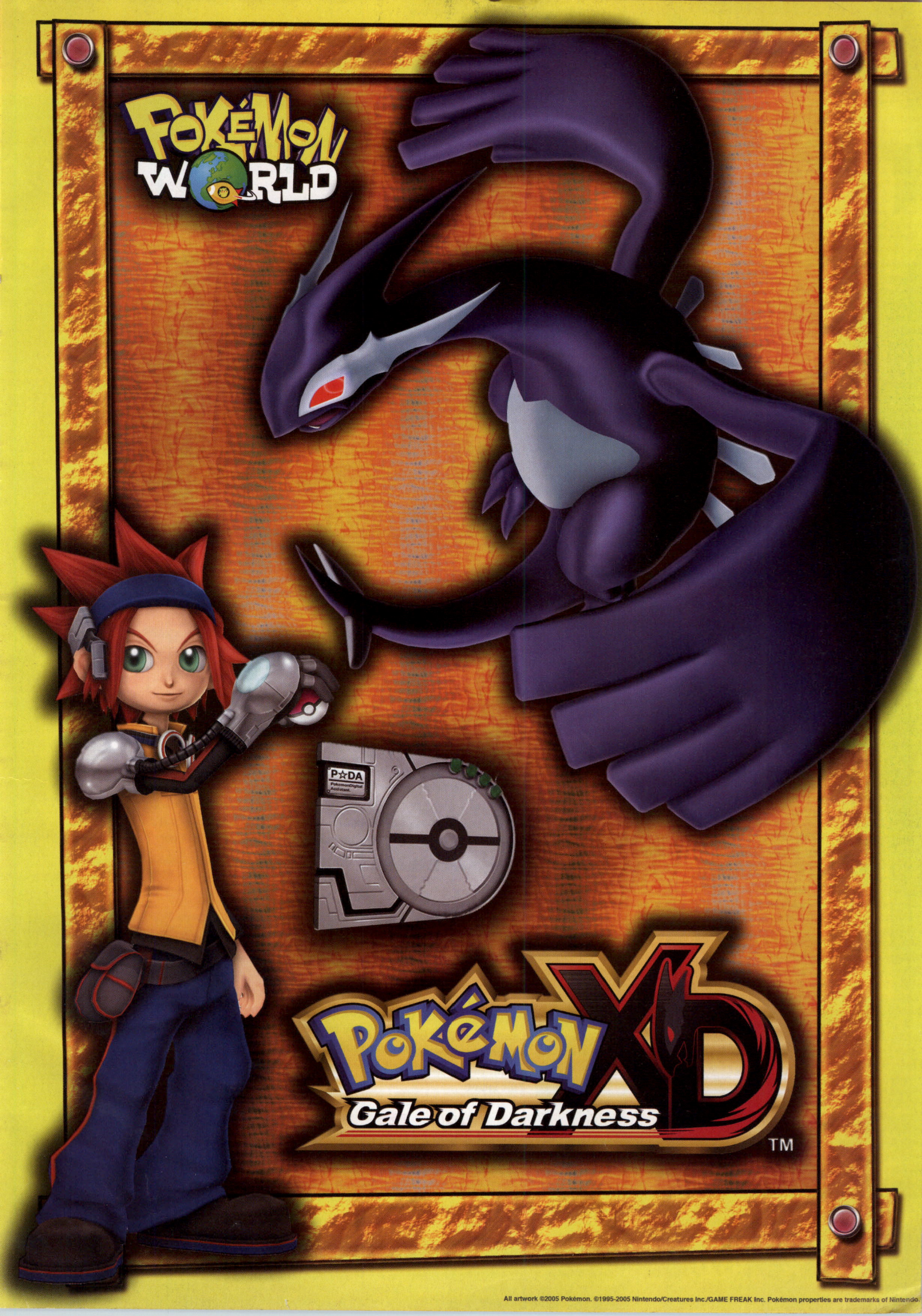
13

Pokémon type: Fire/Ground

Special attacks: Fire Throw, Earthquake, Fire Blast, Dig

Brief Description: As the myth says, he is a fire beast. Flamibounce is very rare but its colourful appearance makes it very soughtafter by trainers.

Olivia Bond, Aged 10, Bromsgrove



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POKÉMAIL

WE CAN'T WAIT TO READ YOUR POKÉMON THOUGHTS, JOKES AND QUESTIONS! AND THERE ARE SO MANY WAYS TO GET THROUGH TO US! IF YOU'RE SENDING PIKA-PICS AND LETTERS, SEND THEM IN TO THIS ADDRESS...

POKÉMAIL/ PIKA-PICS, POKÉMON WORLD, RICHMOND HOUSE, 33 RICHMOND HILL, BOURNEMOUTH, BH2 6EQ

Sorry, but we cannot reply personally to any letters sent to Faisal Khan, *Pokémon World*, Professor Yew or anyone else! Printed letters may be edited for space.

THANKS FOR THE MEMORY!

Dear *Pokémon World*,
My name is Rebecca, I'm 13 years old and this is the first time I've written to you. I think Pokémon are great! My favourite Pokémon are Charizard, Articuno, Mewtwo, Mew, Latios, Kyogre, Lugia and Ho-oh. The *Pokémon* games I've got are *Red*, *Blue*, *Yellow*, *Pinball*, *Gold*, *Silver*, *Crystal*, *Ruby*, *Sapphire*, *FireRed* and *LeafGreen*. I have loved *Pokémon* for seven years now, and I have over 1,000 TCG cards.

A few years ago I got memory loss on *Silver* because I dropped it. I lost over 30 Level 100 Pokémon that I trained up (not using cheats or rare candies) and loads more high-level Pokémon like a Lv97 Scizor, Lv85 Lanturn and a Lv99 Raikou!
Rebecca Attewell, age 13, Dymchurch

Hi, Rebecca – that's a great collection of Pokémon *games and TCG cards you've got there! Sorry to hear that you lost some high-level Pokémon when you got memory loss on* Silver. *But try to look on the bright side: remember the fun you had training up your party? Now you can train a whole new set of Pokémon, or try to find and train your favourites all over again!*

HATS THE WAY TO DO IT!

Dear *Pokémon World*,
I hope you can help me. I have been looking everywhere for a *Pokémon* duvet set but can't seem to find one anywhere. Also, please can you tell me where I can get a cap like Ash's?
Thomas Godfrey, age 8, Pencoed

Hello, Thomas. We've had a good look for your goodies and we've had a bit of success – but you'll have to go on the internet to get them! We found a duvet set on www.ebay.co.uk – you have to register on the site and bid for them, so you might need a grown-up to help. As for Ash's hat, again you'll need a grown-up to help as we've only found them for sale at www.pokemoncenter.com. It's an American website so you'll need to pay in dollars, but it's a small price to pay for looking like the world's most famous Trainer!

PEARLY PROBLEM!

Dear *Pokémon World*,
I am a big fan of *Pokémon* and I have all the games. I recently got *Pokémon Emerald* and this is my party so far: Kyogre Lv72, Groudon Lv74, Rayquaza Lv85, Alakazam Lv100, Walrein Lv100 and Salamence Lv100. I haven't traded any of these from my other games. Pretty good, eh? My friend said that Nintendo has given out *Pokémon Pearl* and *Diamond*. Is this true? I haven't seen either of them in the shops yet.
Nik Froud

Hi, Nik, and thanks for writing in. That's a great party you've got on Emerald *– you must have been working really hard! Pearl and Diamond haven't been released for the DS yet (not even in Japan), but we do know a few details – for instance, the games are set in a new region, and you'll be able to transfer in your Pokémon from* Ruby, Sapphire, LeafGreen, FireRed *and* Emerald... *which means that you can take your* Emerald *party with you! Good news, we're sure you'll agree!*

YOU CAN ALSO GET YOUR LETTERS TO US ONLINE AT...

POKEMONWORLD@IMAGESDM.CO.UK

SAVE ME!

Dear *Pokémon World*,
I've been a big fan of *Pokémon* ever since I saw *Pokémon World*. I've been collecting the magazine and have a shoebox stuffed full of *Pokémon* cards, and I have lots of *Pokémon* toys, too. Once, my brother Thomas let me go on his *Pokémon Emerald* but he didn't let me save the game I was playing, which got me angry because I liked it so much!
Edward Hodgson, age 8, Wallsend

Thanks for you letter, Edward. We're glad to hear you like the magazine so much, and that it's inspired you to collect so many Pokémon *cards! Unfortunately,* Pokémon *games only let you save one game at a time and your brother probably didn't want to lose all his hard work on* Emerald. *So it looks like you might have to buy your own copy of the game, although it's worth asking your brother if he'll let you play it on his machine!*

INVITATION ONLY?

Dear *Pokémon World*,
I just love *Pokémon*! Even other Pokéfans keep saying I'm a Pokéfreak, which I take as a compliment! I really wanted to enter the Pokémon TCG tournaments but you need an invitation! Could you please tell me when they're going to have a tournament where anyone can enter? I also want to say I have 161 Pokémon on *Ruby*. At Battle Tower I have beaten 119 Trainers straight and have beaten the Pokémon League 33 times. I'm impressed with Sebastian Marsh in issue 51 who has beaten the Pokémon League 298 times, but I have all the art in the museum! Also, here's some advice: the more you defeat Trainers in Battle Tower the better the item. Do many missions like Battle Tower and the Pokémon League to get a different Trainer card. And never stop loving *Pokémon*!
Kristy Redmond, age 11, Kingswinford

Thanks for the advice! As for TCG tournaments, league meets should be open to anyone. Big events like the National Championships are invitation-only because they're high-powered – letting everyone play would be like letting your school football team play in the World Cup! Keep an eye on Pokémon World *for details of league meets, and perhaps through a league you'll be able to qualify for the Nationals!*

WEBSITE OF THE MONTH!

James, Conrad and Robert have written to tell us all about the website www.freewebs.com/gurpreetmann The site has lots of *Pokémon* stuff on it, as well as *Yu-Gi-Oh!* and *Duel Masters* – but of course we're most interested in the excellent *Pokémon* coverage. Good work, guys!

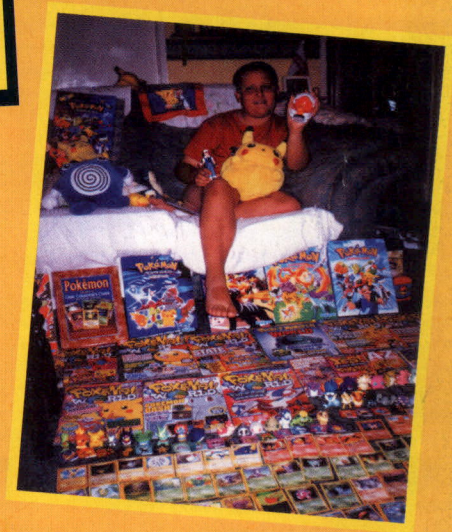
WEBSITE WORRIES!

Dear Pokémon World,
I'm having trouble – I don't know what to call my website! Also, I want to make an art gallery but I want to call it Smeargle's Gallery. Is it okay if I copy you?
Annie Hall, age 11, Colchester

Well, you can call your website anything you like – the only limit is your imagination! Perhaps call it something based on your favourite Pokémon, like larvitarslair.com, or even use your own name – how about annies_anime.com? As for calling your gallery Smeargle's Gallery, that's fine with us, but don't forget there are lots of Pokémon who would love to have a gallery!

COLLECTOR'S CORNER

Eleven-year-old Dale Steer from Devon has been collecting *Pokémon* for years – and says he'll continue for years to come! His favourite monster is Ninetails, and even his mum is a fan – she likes Pikachu!



HAVE YOU GOT A COOL COLLECTION OF POKÉMON STUFF? SEND IN A PHOTO TO THE POKÉMAIL ADDRESS AND WE'LL SHOW THE WORLD!

ask PROFESSOR YEW

A NEW YEAR, A NEW SET OF POKÉMANIACS THAT NEED MY HELP! WHEN I GET BACK FROM MY HOLIDAYS, THERE IS SURE TO BE A MILE-HIGH STACK OF YOUR LETTERS WAITING FOR ME! I CAN OBVIOUSLY ONLY ANSWER SO MANY EVERY MONTH, BUT KEEP ON SENDING IN YOUR QUESTIONS AND YOUR LETTER IS BOUND TO GET PRINTED EVENTUALLY!

Speed Freak

Q **DEAR PROFESSOR YEW,**
I'm a huge fan of your magazine. I've been playing *Pokémon Sapphire* for a while now and I've defeated the Elite Four loads of times, caught Latias and now I'm after Rayquaza. I've found the entrance to the Sky Pillar but in the tower on the fourth floor the rocks are blocking the way of my Mach Bike and I can't reach Rayquaza! Can you help me out?
FROM ALEX, BY EMAIL

A **HELLO ALEX,**
You've got most of the way up the tower using that trusty Mach Bike and it isn't going to fail you now! Unfortunately, this bit is very tricky, even for an expert like me! You need to exploit the fact that, once it gets up to top speed, the Mach Bike does not slow down for changing direction unless you bump into something. You'll need lightning reflexes to steer around the rocks that block your path but I promise that it can be done with a little practice. And once across you can pretty much smell Rayquaza...

Language Barrier

Q **DEAR PROFESSOR YEW,**
I've done the method to get Deoxys that you printed several issues back but I don't get the Wonder Gift option! Why doesn't it work? I've got the Mystery Gift and when I select it I get Wonder Cards and Wonder News. Why am I not getting Wonder Gift?
FROM JORDAN, CWMBRAN

A **HI JORDAN,**
It appears that the Wonder options that allow you access to Deoxys vary with the territory – the version we used was an American copy of the game and so the text does differ slightly occasionally. What you're getting is completely normal and if a Nintendo Event with the Deoxys download point comes anywhere near you again, you'll be able to get your hands on it just fine. Don't panic!

Always Believe in Your Soul

Q **DEAR PROFESSOR YEW,**
On *Pokémon Gold*, my sister has a Gastly with Mean Look that stops Pokémon escaping, but whenever she battles Entei, Raikou or Suicune, they flee before she can use the attack. Why is this?
FROM STEPHEN TOMKINS

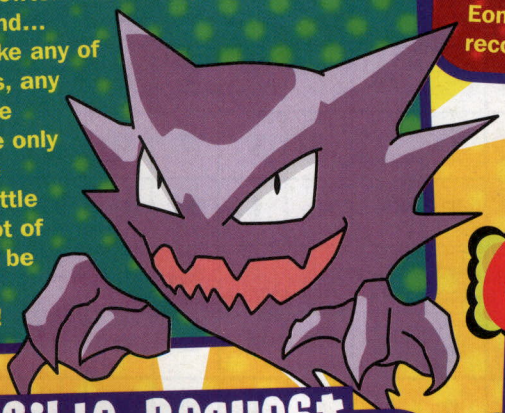
A **WELL STEPHEN,**
There's one important thing you're overlooking – a Pokémon's Speed stat will determine who goes first in combat. The only way to get your Gastly (who is hardly the quickest of Pokémon) to act faster than one of those legendaries is through extensive training. I recommend you evolve into Haunter or even up to Gengar at the earliest possible opportunity to give you a little extra. You'll then need to train it up to a higher level than the rare wild monsters in order to be able to use your move before it just runs away.

ASK PROFESSOR YEW

A Mixed Bag

DEAR PROFESSOR YEW,
I have loads of *Pokémon* games but I am a little stuck on *FireRed*. I'd be really happy if you could answer these questions for me:
1) Where do you get the Dragon Scale to evolve Seadra into Kingdra?
2) I have defeated the Elite Four but the man that guards the Unknown Dungeon still won't let me in. Can you tell me why?
3) Do you use a link cable to hook up with *Colosseum*? Which Pokémon Centres do you have to go to for this to work?
4) Where can I find the Old Amber that can be used to resurrect Aerodactyl?
5) Can you only catch the legendary dogs with a Master Ball?
FROM REBECCA, FARNBOROUGH

WELL REBECCA,
All the questions! Here we go then...
1) Did you get the one on the way to Ruin Valley? Surfing around there can net you one. Otherwise, it's rods at the ready, people – the only other way to get a scale is if you're lucky enough to catch a Horsea that is equipped with one. It might take some finding but they are out there, honest!
2) You'll need to have completed the Islands sub-quest and repaired the machine that lets you link with *Ruby* and *Sapphire* to get into Cerulean Cave.
3) There's a special GC to GBA link cable that is used in linking the Game Boy games to *Colosseum* and *XD*. To connect, you'll need to have finished the main quest on the GameCube version and passed a few Gyms in the GBA game.
3) Head over to Pewter Museum – you never know what you might find...
4) No, no – just like any of the rare monsters, any ball will do but the Master Ball is the only way to guarantee capture. With a little patience and a lot of balls, you should be able to catch them. Good luck!



Lights, Camera...

DEAR PROFESSOR YEW,
I think your magazine is fantastic! I love *Pokémon* and you're really helpful, but I was wondering if you could be extra helpful and answer these questions for me? Firstly, can you use the wireless adapter to trade Jirachi from *Colosseum* to *Ruby*? Also, I couldn't help but notice that, every now and again, people send in letters talking about Action Replay codes. I know a lot about *Pokémon* but what on Earth are these?
FROM ROB, NOTTINGHAMSHIRE
PS – Where can I get the Eon Ticket?

GREETINGS ROB,
Kind words indeed – I'm only here to help my fellow *Pokémon* fanatics in times of need! First off, the wireless adapter isn't compatible with the GameCube so you'd need to use the GameCube to GBA link cable that I spoke about in reply to Rebecca's letter. And if it's Jirachi you're after, he's hidden away at the end of *Pokémon Channel*, not *Colosseum*, so give that a go! As for your other point, don't be alarmed – an Action Replay is a cheat device that plugs into your Game Boy Advance and allows you to alter certain elements of any game with special codes. You can use it to do all kinds of things in *Pokémon* but using one can have a negative effect on your copy of the game, causing errors to occur or even wiping your save completely. I'd recommend legitimate play over losing hundreds of hours worth of training any day. And sorry to end on a downer but you've kind of missed your chance for an Eon Ticket – the only way to get one now is to mix records with someone that already has one!

Hidden Power

DEAR PROFESSOR YEW,
My friend told me that you can make a Pokémon Gym out of your secret base in *Pokémon Ruby*. Is this true? If so, how do you do it?
FROM FRAZER, BEACONSFIELD

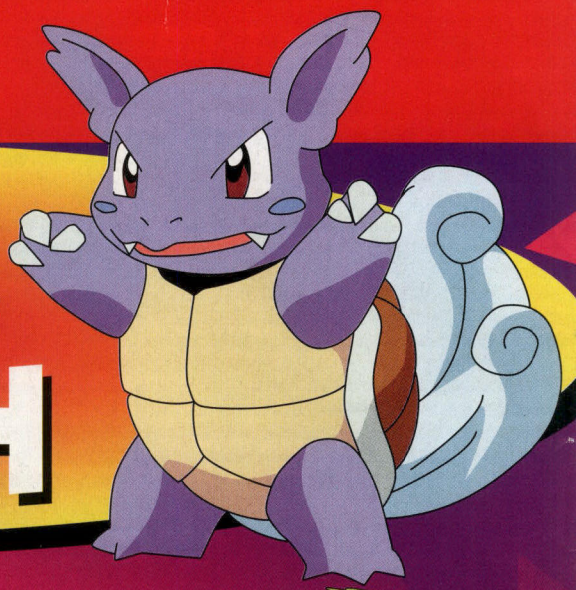
WELL FRAZER,
Your friend may be exaggerating a little. You can't strictly make a Gym out of your base but you can get into battles if you go exploring! You see, when you mix records with another player by linking up with them, their secret base is transferred onto your game. If you manage to find it, you'll be able to battle a version of your friend with whatever team he or she had when you mixed records together. There's nothing on the line except pride, but make sure your base is neat and tidy in case your friends stumble across it, eh? No-one likes a messy secret base...

An Impossible Request

DEAR PROFESSOR YEW,
Can you please tell me where to catch a wild Squirtle? Pleeeeeease?
FROM MAX, WATFORD

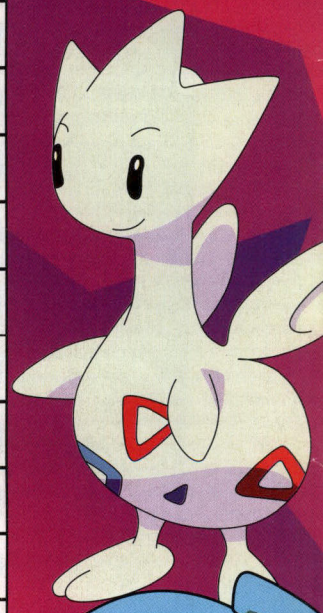
HI MAX,
I'm afraid you'll be hunting forever and a day if you're looking for a wild Squirtle, or any wild starting Pokémon for that matter. The monsters you get to choose from at the beginning of the game are incredibly rare (hence why the Professor only ever has one of each himself) and the only way to get hold of the other two (the ones you didn't go for) is to trade with someone else. Sorry to bearer of bad news but you're going to have to get trading if you want a Squirtle of your own!

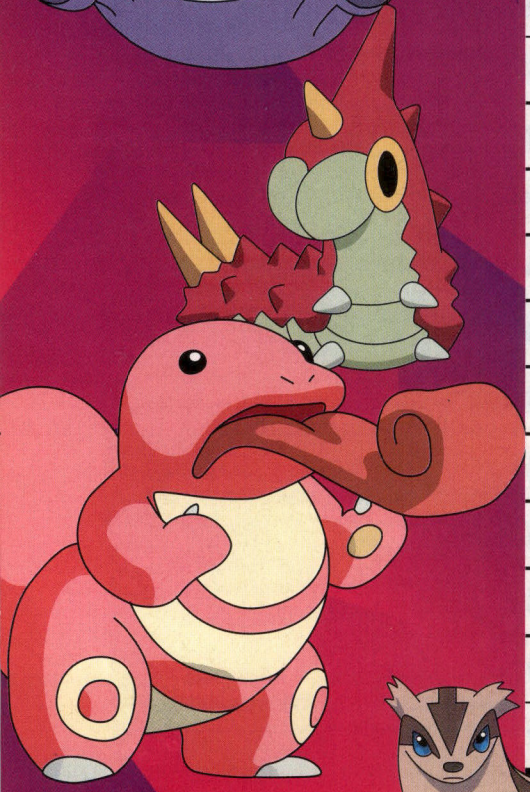
WARTORTLE'S WORD SEARCH



There are the names of 25 Pokémon hidden in the following grid. The names read from right to left, up to down and diagonally – how many can you find? Try to catch 'em all...

P	F	Z	A	P	D	O	S	G	H	G
B	A	J	J	H	X	D	D	E	G	O
U	G	R	D	F	F	A	D	O	F	L
L	G	D	A	L	Y	Z	T	D	D	D
B	H	W	B	S	N	A	T	U	M	U
A	P	W	R	X	C	V	V	D	A	C
S	P	E	A	R	O	W	B	E	N	K
A	B	K	N	A	M	E	M	J	K	F
U	U	A	Y	T	M	E	W	S	E	T
R	I	N	U	A	Y	D	T	N	Y	Y
U	O	S	Y	T	R	L	D	O	T	R
W	P	R	T	T	D	E	F	R	Y	A
W	P	I	K	A	C	H	U	L	H	L
W	R	D	E	Q	W	H	E	A	V	T
A	I	P	O	M	C	Y	Y	X	C	S
E	M	R	T	I	Y	G	G	G	X	X
D	E	M	A	R	E	E	P	H	C	M
S	A	R	D	F	G	H	L	H	V	U
D	P	F	T	Y	T	E	K	T	G	K
F	E	C	G	M	E	W	T	W	O	H
B	E	L	L	S	P	R	O	U	T	D



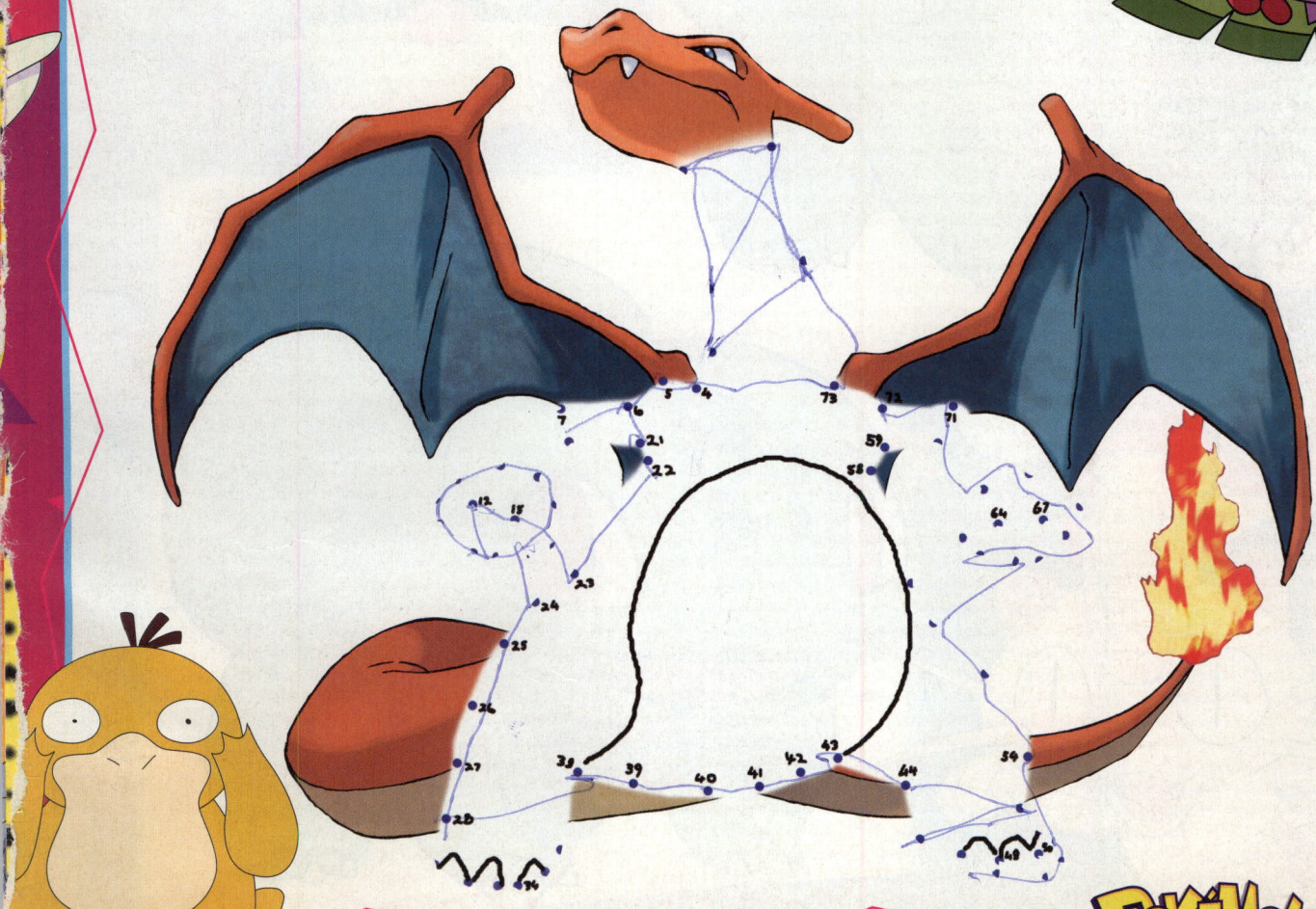


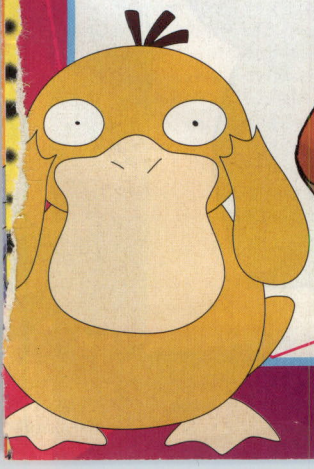
SPOINK'S SILHOUETTES

Can you recognise these four Pokémon from their silhouettes?

DUSTOX'S DOT-2-DOT

Join the dots to complete this fiery Pokémon – then why not colour him in!





SQUIRTLE'S SPOT THE DIFFERENCE

There are ten differences between these two Bulbasaur – can you spot them all?

AERODACTYLS ANAGRAMS

Oops, the wind from Aerodactyl's wings mixed up the ten names of well-known Pokémon – can you sort them out?

1 CAP HUIK
2 EWORFA
3 CAT TEARI
4 QUISTLER
5 HARD CIARZ
6 VISRAYU
7 DIG TOPE
8 DELE EW
9 TABLE SISO
10 PIG JYLGUFF

COME BACK NEXT MONTH FOR THE ANSWERS!

KYOGRE'S CROSSWORD

D	R	U	M	M	E	R		D	
E				A				A	
L	E	G	E	N	D	A	R	Y	
I		Y		K					T
B		A		E					O
I		R		Y	E	L	L	O	W
R		A							E
D		D				I			R
		O	F	F	I	C	E	R	
		S				E			

ANSWERS TO LAST MONTH'S PUZZLES

POKÉMON QUESTIONS

1) 251
2) Ditto
3) It rotates its arms
4) Espeon
5) Pokemon Dash
6) Missingno

POKÉMON ANAGRAMS

GRIMER
CRYSTAL
HAUNTER
ENTEI
FEAROW

POKÉMON MYSTERY

Using the clues the Pokémon have given you, can you figure out which Pokémon are which?

FIRST POKEMON
Ampharos
SECOND POKEMON
Venonat
THIRD POKEMON
Unown
FOURTH POKEMON
Seaking
FIFTH POKEMON
Natu
SIXTH POKEMON
Lugia
SEVENTH POKEMON
Jynx
EIGHT POKEMON
Ho-oh

POKÉ FACTS

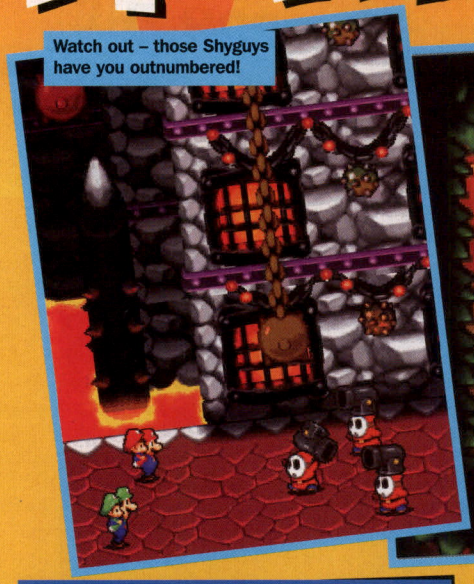
1 True
2 True
3 False
4 True
5 False – You can!
6 False – Dark and Psychic Pokemon can hurt them
7 False
8 False – it was McDonalds
9 True
10 False – it was a limited release in Japan only

VIDEOGAME

MORE GREAT GAMES REVIEWED THIS MONTH!

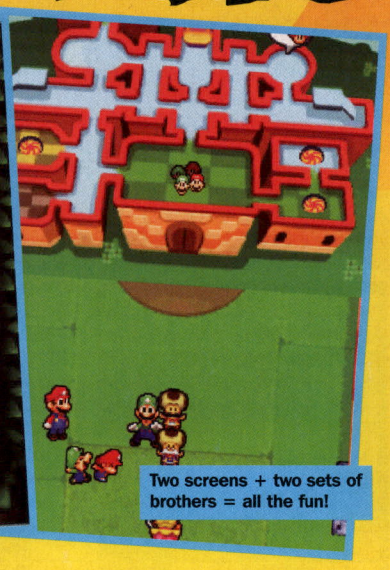
DOUBLE THE PLEASURE, TRIPLE THE FUN!

MARIO & LUIGI 2: PARTNERS in TIME



Watch out – those Shyguys have you outnumbered!

Play as the Mario brothers and the Mario babies!



Two screens + two sets of brothers = all the fun!

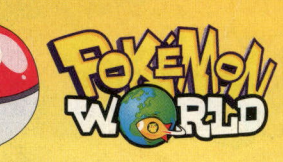
FORMAT:	NINTENDO DS
PUBLISHER:	NINTENDO
PRICE:	£29.99
RELEASE:	27 JANUARY

IF YOU WERE one of those people who didn't pick up a copy of *Mario & Luigi: Superstar Saga* on the GBA, you missed out on a real treat (and indeed, we'd suggest going and getting it now, dirt cheap!). *Mario* games are always worthy of attention, but when it's a massive adventure featuring not one but *two* of the Mario brothers that offers a huge amount of fun and excitement, you can't really pass it up. Not surprisingly, the game's success has spawned a sequel, this time on the DS – although things are slightly more complicated this time around. That's not to say it's too hard or intense, though; just that if you thought that controlling two characters at once was tricky, wait until you get your hands on *four*...

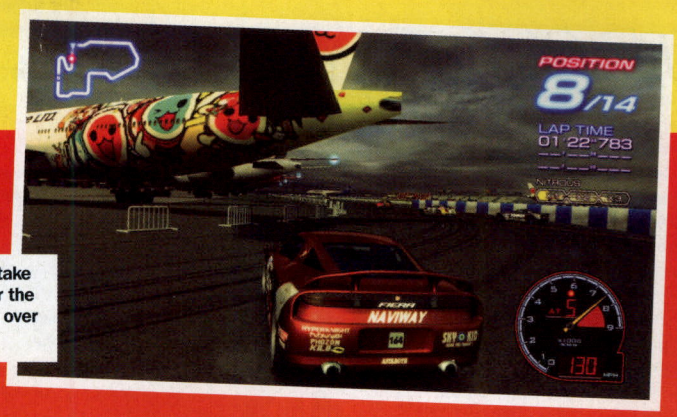
As you can probably guess from the title (and the screenshots dotted around this page), Nintendo's latest adventure features more than a little time travel – something that drops Mario, Luigi and Princess Peach in all kinds of trouble. With the past version of the princess having been kidnapped by the evil Shroobs (no, it's not Bowser this time, although he's still around getting into all kinds of mischief as well!), it's up to the present versions of Mario and Luigi to dive back in time and meet the past versions of themselves – Baby Mario and Baby Luigi, naturally – before saving the day. Hoorah!

Of course, things have been enhanced rather than completely changed for this sequel, so those familiar with *Superstar Saga*'s turn-based combat won't be in for too much of a shock. Special moves, items and perfect timing are still the order of the day here, although the introduction of the babies adds a wider selection of quad-team moves that Mario and Luigi can make use of to really lay it to the Shroobs. The game is also incredibly funny at times, with Nintendo really going to town on making sure you'll always have a smile on your face as you explore the massive world awaiting you.

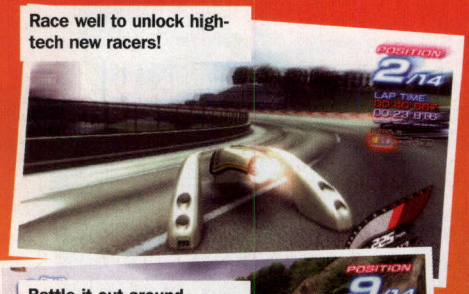
While *Partners In Time* is far from an easy game (some of the battles and puzzles can be quite tough and getting to grips with controlling multiple characters at once is a little daunting at first) it's still a masterpiece of an adventure. If you're aching for something that can really steal all of your free time then this is the game for you – it'll be ages before you save Princess Peach once and for all!



ISLAND

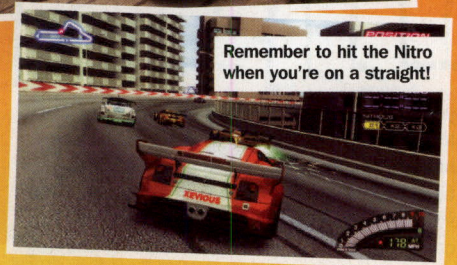


Races will take you all over the city and all over the world!



Race well to unlock high-tech new racers!

Battle it out around corners to stay in first!



Remember to hit the Nitro when you're on a straight!

IT'S THE MOST BEAUTIFUL RACING GAME EVER!

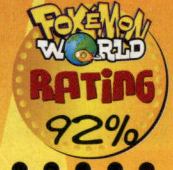
RIDGE RACER 6

FORMAT:	XBOX 360
PUBLISHER:	EA GAMES
PRICE:	£49.99
RELEASE:	20 JANUARY

YOU LIKE ULTRA-FAST racing of the arcade variety? Of course you do. After all, who doesn't? And that means that you're going to absolutely adore *Ridge Racer 6* on the Xbox 360 because it delivers exactly what arcade racing games should: ridiculous speed, tons of cars, plenty of tracks and so much to do, it'll make your head spin!

Appearing for the first time as a launch game on a console not made by Sony, Microsoft has scored a real coup by landing Namco's latest racing game – especially since it looks so amazing. Making full use of the Xbox 360's power, *Ridge Racer 6* really is a sight to behold; it's so sharp and beautiful, you'll almost think it's the real thing (if real cars raced sideways round corners at 200 miles per hour, that is). That isn't to say that it's all looks and no gameplay, however, because the game has more than a few goals for you to reach. Spread across over 150 races, World Xplorer mode will take you ages to finish, unlocking cars and other surprises as you go. And that's before you try to get those Gamerscore Achievements, hitting up the Time Trial mode to prove you're the fastest or taking the game online to show off to all the other Xbox 360 owners around the world.

Quite simply, *Ridge Racer 6* is one of the best Xbox 360 games out there so far and easily deserves to be in the collection of any budding next-gen gamer or racing fan. Go and get it now, before it leaves you eating its dust!



THERE'S A PARTY IN MARIO'S PANTS!

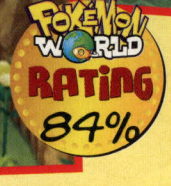
MARIO PARTY

FORMAT:	GAMECUBE
PUBLISHER:	NINTENDO
PRICE:	£39.99
RELEASE:	27 JANUARY

WHAT IS IT about Mario's parties that always makes them such a disaster? Not in the sense that they're not fun, of course, but more that no matter what he tries to do, things always go wrong and Bowser usually ends up ruining the day. Until Mario and his friends round up all the Stars and start rocking things like only a mini-game-packed adventure can be rocked, that is!

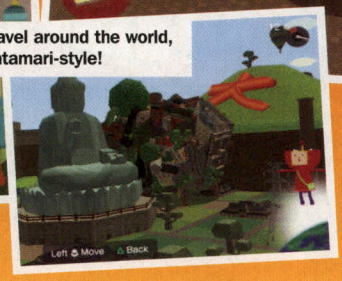
Yes, it's time for yet another *Mario Party* (the seventh in the series, in fact) and as such, you can probably guess what to expect. Nintendo has managed to gather together nearly 90 different mini-games and six completely new game boards for you to try your hand at, each as different and exciting as the last. From Pagoda Peak and Neon Heights to Windmillville and Bowser's Enchanted Inferno, you and your friends can race around collecting Stars and trying to stop everyone's favourite scaly menace from spoiling what should be a relaxing vacation for the Mario crew – although, as always, it's not as easy as it sounds.

As with the previous game, *Mario Party 7* comes complete with the GameCube Microphone – 11 of the mini-games make use of it, so you'll soon be shouting at the screen and making noise with the best of them. What's more, up to eight players can now join in on any one party, so the race really is on to prove who's the greatest *Mario Party* player around. Sure, it's not that much different from the last game but if you're a fan of Mario's annual party antics, you really can't go wrong with this.

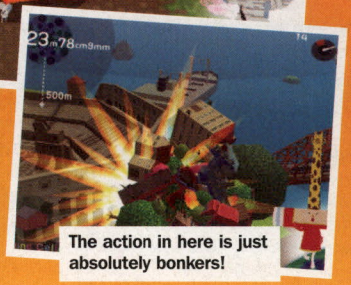


Split-screen action means double the fun!

Goodness, gracious, great balls of fire!



Travel around the world, Katamari-style!



The action in here is just absolutely bonkers!

ROLL IT LIKE YOU MEAN IT, BABY!

WE LOVE KATAMARI

FORMAT:	PS2
PUBLISHER:	EA GAMES
PRICE:	£39.99
RELEASE:	2 FEBRUARY

SO, HANDS UP: who here doesn't know what a katamari is? Shame on you. Didn't you know that a katamari is this year's must-have fashion accessory? Oh, yes. Almost everyone who's anyone is getting themselves a giant expanding sticky ball that you roll around wherever you go, mindlessly picking up any objects that happen to get in their way. Really, they are. Or maybe that was just a dream we had. In any case, the wonderful delights of *We Love Katamari* have finally been released in the UK (after the original game, *Katamari Damacy*, was rudely ignored by publishers everwhere) and we have to admit, we couldn't be happier – if only because now everyone can have their own katamari!

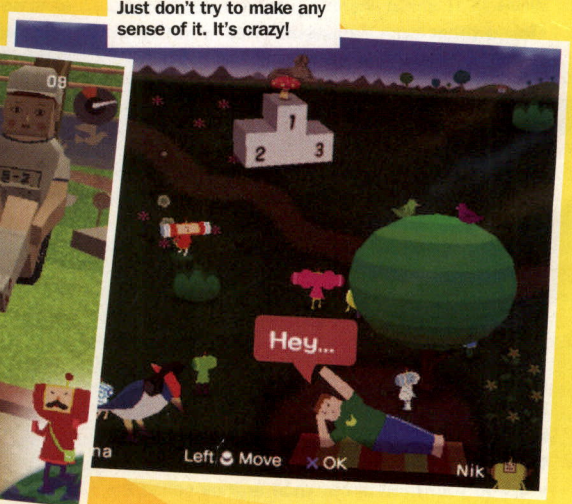
As you can imagine, the basic concept behind the game is quite ridiculous: your dad, the king of all cosmos, is sending you, the prince, to Earth in order to grant people wishes in order to make him popular. And how do you do this? By using your katamari – the giant sticky ball in question – to roll around, pick up objects and generally create the biggest ball of things possible. And that's it. Yes, it sounds stupid but trust us, it's one of the most addictive experiences we've had in a very long time.

Perhaps that's because, while the idea of picking objects up with your katamari sounds simple, it's actually not. You see, the katamari starts off quite small and, as such, you can only pick up objects of a relative size – pencils, buttons, drawing pins and so on. As you collect more objects, however, the katamari begins to grow and you can start being more adventurous in your exploration of each level; some areas are inaccessible until you've reached a certain size and usually contain much bigger items (including people) for you to grab. It's all about planning your route and grabbing as much stuff in the time limit as possible – and it's great, great fun.

Maybe it's the hilarious visuals and madcap script that keep us laughing, or the bouncy tunes that accompany each stage, but we just can't get enough of *We Love Katamari*. And we reckon you'll be the same, too – just give it a go for an hour and you'll see what we mean. Games like this don't come along every day, but it's well worth waiting for them. Tell all your friends, the day of the katamari has arrived!

Sometimes you'll end up with a nice round ball...

... sometimes it'll be a misshapen mess!



Just don't try to make any sense of it. It's crazy!

DRAGON BALL Z SUPERSONIC WARRIORS 2

SEVEN BALLS, ONLY ONE WINNER!

FORMAT:	NINTENDO DS
PUBLISHER:	ATARI
PRICE:	£29.99
RELEASE:	20 JANUARY

IF THERE'S ONE thing that the DS is currently missing, it's fighting games – titles like the absolutely crazy *Jump! Superstars* may be out in Japan, but us western gamers have yet to see anything truly decent arrive on our shores. Luckily, Atari has the answer with *Dragon Ball Z: Supersonic Warriors 2*, a frantic and fast-paced brawler that takes all of your favourite *Dragon Ball Z* characters and brings them bang up to date, DS style!

Expanding on the action that GBA owners saw in the last *Supersonic Warriors* game, the sequel makes use of the DS's special capabilities to offer something a little different. Naturally, all the familiar faces have been brought back for this latest slice of the franchise (including Goku, Boo and our favourite, Mr Satan) and the side-scrolling combat has been retained to keep things moving smoothly. However, the increased graphical power of the DS makes for some particularly explosive effects (as you can no doubt see!) and the two screens come into play by allowing players to perform Special Attack combinations and double-team moves that literally send opponent flying through both screens to their demise. Talk about excessive contact...

Obviously, the game will appeal more to those with a passion for the *Dragon Ball Z* universe but, even so, *Supersonic Warriors 2* makes for some interesting action on Nintendo's handheld. There's nothing out there like it for the DS, so if you're a fan of explosive beat-'em-up fun you really can't go wrong here!

Unleash all the fury of the anime series!

POKÉMON WORLD RATING 89%

ELECTROPLANKTON

THE MUSIC SOUNDS BETTER WITH YOU!

FORMAT:	NINTENDO DS
PUBLISHER:	NINTENDO
PRICE:	£29.99
RELEASE:	OUT NOW (US)

OKAY, SO WE'LL admit it: scoring *Electroplankton* (or even beginning to explain exactly what it is) isn't easy for us. With the DS already having great non-game games like *Nintendogs* – and with the greatness that is *Animal Crossing: Wild World* just around the corner – it goes without saying that not all DS titles are games in the conventional sense. But they're still playable and still have goals for you to complete. *Electroplankton* has none of that. Instead, it's completely open and totally free-form; you can do virtually anything you want. Not that that's a bad thing, of course...

Essentially, *Electroplankton* is the DS's first music creator – except that music would be too limiting a term for what you can do with it. Using the variety of 'tools' available (ranging from fluttering snowflakes and voice-repeating fish to flying blobs, spinning rings and so much more), you can create harmonic patterns, vibrant ranges of notes, rhythmic beats and plenty more besides. It sounds incredibly weird and indeed, it is, but it's also amazing. You can play with it literally for hours and hours and come up with all kinds of compositions, without getting bored or even realising that you're not actually doing all that much. Like we said, it's a non-gaming game and the DS is all the better for it.

As unique and interesting as anything we've seen for the DS, *Electroplankton* has to be experienced to be truly understood. True, it's certainly not for everyone but those who do 'get' what Nintendo has created will appreciate it for months, if not years to come. Pretty impressive for something that's not a real game...

The tools at your disposal are... unconventional!

Amazing melodies and a visual treat, too!

POKÉMON WORLD RATING 90%

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DON'T MISS IT!

EX Legend Maker

ANOTHER NEW EXPANSION LAUNCHES IN THE UK!

Pokemon Touroze

PUZZLING FUN ON THE NINTENDO DS!

ISSUE 56 ON SALE 20 APRIL

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- NEWS
- VIDEOGAMES
- POKÉMON TRADING CARD GAME
- POSTERS
- PUZZLES
- COMPETITIONS
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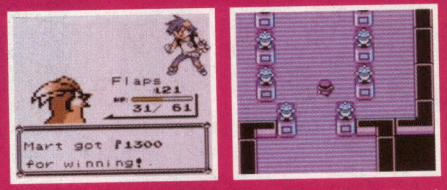
Black Magic
Psyshock
30
Delta Heal
Dragon Claw
80
Psychic Force
Delta Storm
Holon Researcher

REVIEWS ROUND-UP

ALL THE BEST Pokémon™

POKÉMON RED/BLUE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



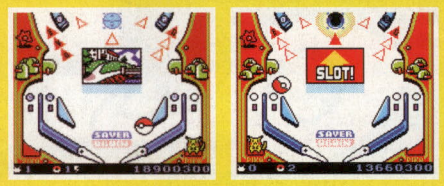
In September 1999, *Pokémon* arrived in the UK and went on to sell by the bucketload! A small boy is given his first Pokémon by Professor Oak and asked to catch and train all 151 Pokémon to become a Pokémon Master. You must train your monster to fight and then try to outwit the wild Pokémon hiding in long grass and caves.

SCORE 4/5

SUMMING UP:
Where it all started. Still fun to play today!

POKÉMON PINBALL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



You're guaranteed serious fun here! The only down side is that rather than following the ball around the table, the on-screen view flips from the top to bottom, which can make you feel queasy when you're concentrating! The combination of monster catching and addictive action is a sure-fire winner, though – it was certainly a big hit with us!

SCORE 4/5

SUMMING UP:
A great play for pinball and Pokéfans alike!

POKÉMON TRADING CARD GAME

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

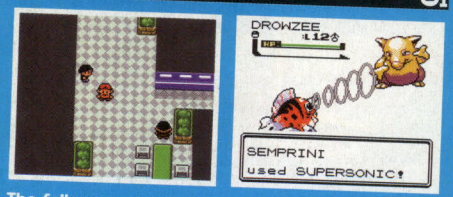
This game includes all the elements of the Wizards card game. Anyone who has played the Trading Card Game will love this Game Boy version, as it enables you to practise playing cards without damaging your trophies. For other fans this could be a great way to learn how to play, but may not be of great interest to all of you Pokémon trainers!

SCORE 4/5

SUMMING UP:
All budding Pokémon trainers need this game!

POKÉMON GOLD/SILVER

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



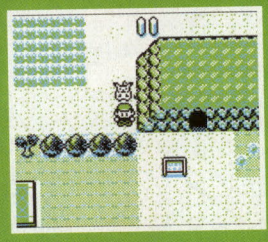
The follow-ups to the hugely successful *Red*, *Blue* and *Yellow*, these fantastic Game Boy titles introduced a whole new world to the budding Pokémon Master – the land of Johto. Players must travel around, as before, catching and training Pokémon, but with exciting new features such as real-time play.

SCORE 5/5

SUMMING UP:
The king and queen of *Pokémon* games!

POKÉMON YELLOW

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



After the success of the cartoon series, Nintendo released this follow-up to the first two games. *Pokémon Yellow* is similar to *Pokémon Red* and *Blue*, only you will receive Pikachu as your very first Pokémon and he will follow you around all the time, like in the cartoon. You will still need to trade to catch 'em all but, other than that, it is almost the same game as *Red* and *Blue*.

SCORE 4/5

SUMMING UP:
Nearly the same as *Red* and *Blue*.

POKÉMON COLOSSEUM

FORMAT: GAMECUBE
ISSUE REVIEWED: 38

One of the most awaited games ever finally arrives and was it ever worth the wait! Playing a lot like *Pokémon Stadium* on the N64 but without the mini-games, *Colosseum* features what is quite simply, the best battle system and Story mode ever created. Supporting all 386 monsters of the *Pokémon* world, *Colosseum* also gives you the chance to catch Jirachi himself. It also doesn't hurt to have the best graphics of any *Pokémon* game before it!

SCORE 5/5

SUMMING UP:
Probably the best *Pokémon* game yet!

POKÉMON CRYSTAL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 04

The latest instalment in the *Pokémon* saga is an alternative edition of *Gold* and *Silver* that is, essentially, the ultimate *Pokémon* GBC game – provided you don't own *Gold* or *Silver*. Anyone who does will find it all strangely familiar! However, little enhancements like animated battle sequences add to the experience and some Pokémon locations and frequencies have changed, meaning Pokémaniacs will still find this Nintendo gem a sparkling little treat!

SCORE 3/5

SUMMING UP:
The last instalment on the GBC is a great way to end the series!

POKÉMON PUZZLE CHALLENGE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 08

Pokémon on the Game Boy isn't just about collecting monsters and working out in gyms, you know – oh no! This backwards-*Tetris* style game has players busting blocks at manic speed, and is totally and utterly addictive. It's the perfect game to fill the time between bouts of monster battling – but are your fingers fast enough?

SCORE 4/5

SUMMING UP:
This version of *Tetris*, the greatest puzzler ever, is great to play!

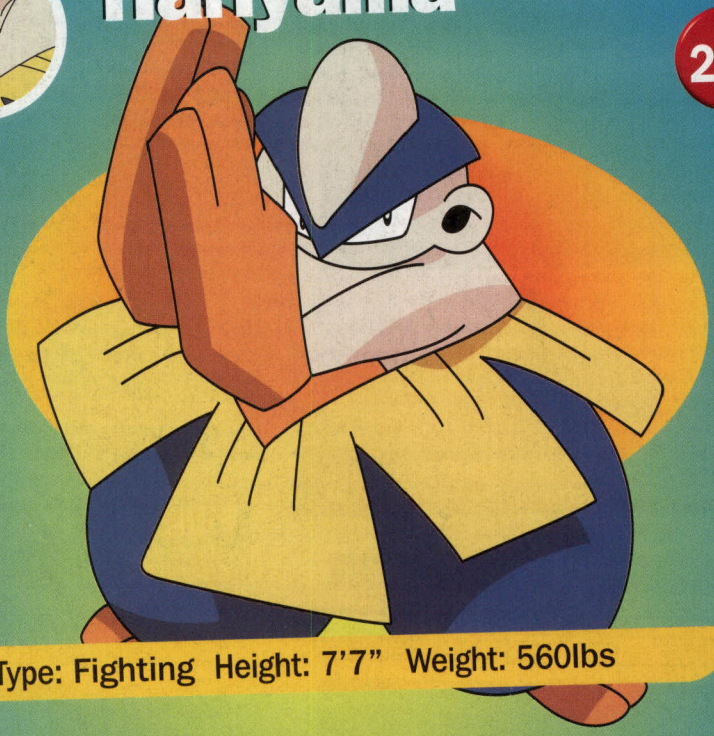
MONSTER OF THE MONTH

HARIYAMA IS ONE OF OUR FAVOURITE POKÉMON AND HAS INCREDIBLE POWER IN THOSE MASSIVE ARMS. YOU ARE UNLIKELY TO FIND ONE IN THE WILD, BUT IF YOU SPEND ENOUGH TIME ON VICTORY ROAD YOU MAY WELL COME UP AGAINST IT EVENTUALLY.

Hariyama

Evolution: Evolves from Makuhita

297



Type: Fighting Height: 7'7" Weight: 560lbs

Special Attack: THRUST

DESCRIPTION: Hariyama is a huge Pokémon and, although he looks a little overweight, he is in fact built of solid muscle – one open-handed slap from this monster is powerful enough to snap a tree in half. Do not mess this with this guy or it could really hurt.

POKÉMON WORLD

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**Pokémon World
ISSN 1471-6100**

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GAMES REVIEWED!

POKÉMON STADIUM

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03

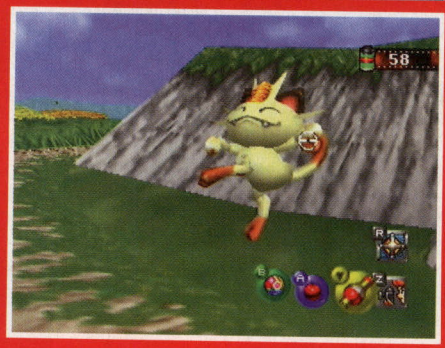
The first N64 *Pokémon* game comes with an attachment to connect the console to the Game Boy. The Transfer Pak enables you to upload your very own captured and trained Pokémon and battle them in full 3D on the N64. There are a wide range of cups and challenges to complete and when you are ready you can take on the Gym Leaders. There are nine mini-games too!

SUMMING UP:
Pokémon looks great with the N64's graphics!

SCORE 4/5

POKÉMON SNAP

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03



Pokémon Snap is a highly enjoyable and surprisingly addictive game for the Nintendo 64, which sees you travelling around photographing wild Pokémon in their habitats. Unfortunately, it's completed just a little too easily. On the plus side, though, you have every reason to keep coming back again and again to try to improve your Pokémon pictures!

SUMMING UP:
Take photos of all your favourite Pokémon!

SCORE 4/5

POKÉMON STADIUM 2

FORMAT: NINTENDO 64
ISSUE REVIEWED: 07

After the storming success of the first *Pokémon Stadium* game, this 3D battlefest has now burst onto the *Pokémon* scene, complete with 249 monsters ready for battle. It follows the same idea as the original, but boasts a whole stack of wacky new features, including new tournaments, brain-busting quizzes and more!

SUMMING UP:
A bit too easy, but there's loads of replay value!

SCORE 4/5

HEY YOU, PIKACHU!

FORMAT: NINTENDO 64
ISSUE REVIEWED: 04

At the end of the day, the idea of talking to Pikachu is something of a letdown. Our yellow pal seems to find it very hard to understand a lot of what you say and the games that you get to play with him are very simple and ultimately rather dull. *Hey You, Pikachu!* is a game that is very novel to begin with, and fun for a while, but it quickly becomes boring.

SUMMING UP:
Awkward to play and a bit too 'techie'.

SCORE 3/5

POKÉMON CHANNEL

FORMAT: GAMECUBE
ISSUE REVIEWED: 37

Although this joyous title was stting in the shadow of *Colosseum*, there's no denying that it is certainly one of the most original *Pokémon* videogames of all time! With Pikachu as the main star, the aim of the game is to get the Pokémon TV station up and running. To do this you must play through a whole host of superb mini-games, including Odd One Out, Mareep Farm, Smeargle's Art Study and our personal favourite, Smoochum Shape-Up which sees Pikachu try to burn some calories in front of the telly! It may be similar to the N64's *Hey You, Pikachu!* but there's no denying that this is one brilliant game!

SUMMING UP:
A brilliant addition to the Poké-franchise!

SCORE 5/5

POKÉMON PUZZLE LEAGUE

FORMAT: NINTENDO 64
ISSUE REVIEWED: 05

This N64 *Pokémon* game will have you bashing your joypad frantically in a move-blocks-or-die puzzlefest to end all puzzlefests. Crazily addictive, this *Tetris*-inspired game sparked furious rivalries in the normally mild-mannered *Pokémon World* team, the likes of which haven't been seen since Professor Yew won the egg and spoon race in the office sports day!

SUMMING UP:
Incredibly addictive and competitive!

SCORE 4/5

POKÉMON RUBY/SAPPHIRE

FORMAT: GBA
ISSUE REVIEWED: 29

After all the waiting, *Ruby* and *Sapphire* didn't disappoint. With loads of monsters, two-on-two battles, the new land of Hoenn to explore and many more exciting extras, these are must-have games! So far, only 200 Pokémon are available, but they're all in there somewhere! This is highly recommended for all Pokéfans, and even people who don't like *Pokémon* might change their minds after playing these games!

SUMMING UP:
Fantastic! We can't get enough of them!

SCORE 5/5

WARNING! Some of the older games on these pages might be hard to find, particularly for old systems like the N64. You'll probably have to buy online or do a bit of searching in second-hand videogame stores.

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